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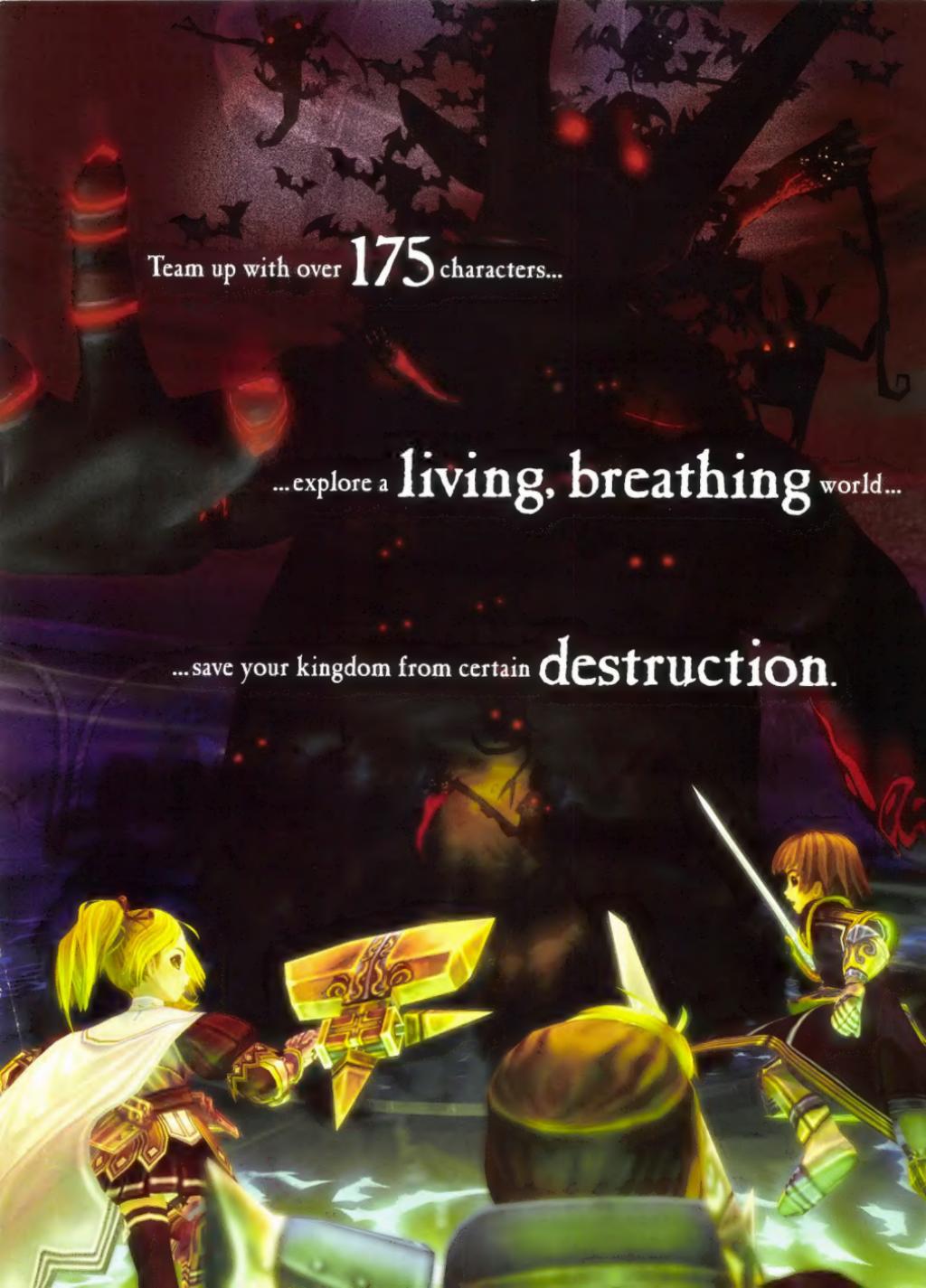
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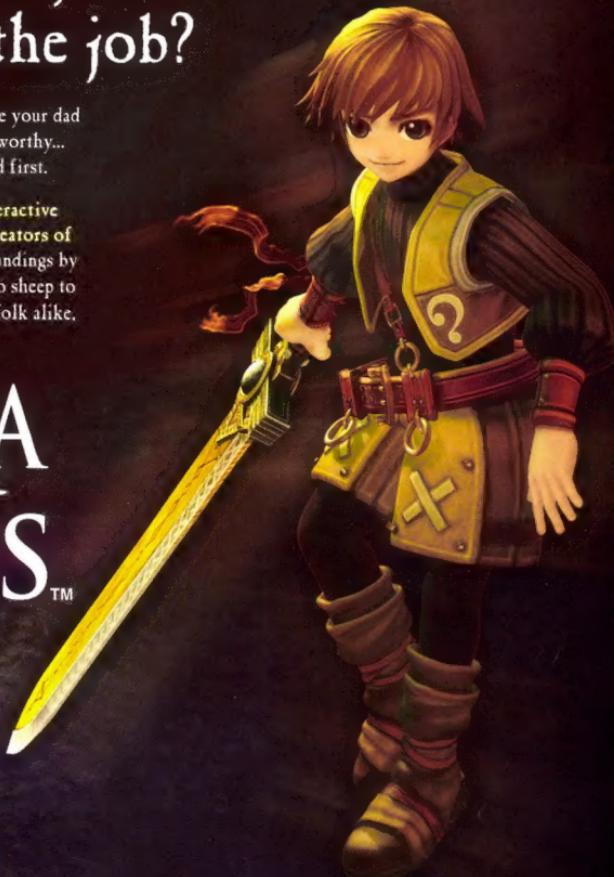


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PlayStation 2



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NO. 128
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THE INCREDIBLE HULK ULTIMATE DESTRUCTION

STRATEGY
GUIDE BY
JOSH
ENGEL



Despite the fact that he doesn't really help people and his IQ is lower than a stapler's, the Incredible Hulk is arguably one of Stan Lee and Jack Kirby's most famous creations. In *The Incredible Hulk: Ultimate Destruction*, your task is simple: Destroy everything that stands between you and your goals. There are many ways to do what you need to get done, but we'll show you the best and most efficient ways to do it, along with plenty of other goodies.

WHAT'S THE STORY?



Much like the *Grand Theft Auto* series, *Ultimate Destruction* is a free-roaming game. In other words, you decide when you want to accept a mission and when you want to just explore and smash.

There are two types of missions: Story and Challenge. The Story missions are linear, in that you must do them in a particular order, but how you complete them is entirely up to you.



Challenge missions, on the other hand, are best thought of as bonus missions, as they have no bearing on how the game's story unfolds. But they are a great way to rack up Smash Points, which can be used to buy bigger, better and—most importantly—cooler-looking moves.



Points, which can be used to buy bigger, better and—most importantly—cooler-looking moves.

CONDITION: CRITICAL



As you probably know, the angrier Hulk gets, the stronger Hulk gets. As you crush, smash and generally bully your way through the game, your power meter will fill up as you collect the green power orbs left behind by vanquished foes, buildings, cars, etc. But much like the amp of Spinal Tap's Nigel Tufnel, Hulk's power meter goes to 11, in a way. After the meter is full, you'll go into Critical Mass, which is really where the fun starts. In Critical Mass, Hulk is super pissed, meaning he deals out even more damage than normal. And when you're in this state, you can unleash unbelievable Critical Mass attacks (sold separately at the church) that unleash widespread and unadulterated rage on anything stupid enough to get in your way.



SMASH POINTS?



Think of Smash Points as the game's currency. There are several ways to earn Smash Points, the easiest being to just break stuff. When you destroy cars, buses, pedestrians and enemies, your Smash Point total will rise. You can also earn Smash Points by completing the aforementioned Challenge Missions, and you'll rack up big

Smash Points for completing Story Missions. One more way to get easy points is to find the yellow Smash Point orbs scattered throughout the world.

As you get deeper and deeper into the Story Missions, your foes will get tougher and the basic moves you start with aren't going to cut it. That's when you need to use your "currency" to buy some new moves. At the completion of each chapter, new moves will be unlocked. Some will help you immediately, and some you won't really use until later—but buy as many as you can whenever possible, because unspent Smash Points aren't going to do you any good.



You'll also want to experiment with some of the new moves you purchase. Some of them are specifically tailored to deal with certain enemy types. These moves will help you



tremendously in the long run, because they can turn seemingly invincible bad-dies into a light workout for Hulk.

Here are a few examples:



Critical Atomic Slam

The first Critical Mass move you can purchase



Air Critical Thunderclap

Great for dealing damage to multiple airborne enemies.



**Missile Punchback/
Missile Catch**
Use your enemies' ordnance against them

Air Spike/Air Enemy Grapple/Cyclone Skyjack

Great for handling Harriers and helicopters



Hammer Toss

You'll hope for tanks to show up. This is a "must have" for taking on the oversized Titan mech



AIR RECOVERY/STEEL FISTS



These are the two moves you should "purchase" as soon as possible, as they will come in most handy throughout the game. Air Recovery is vital; it allows you to land on your feet ready to fight after you've been "floated" (sent airborne by a powerful blow).



Steel Fists will be your first foray into the wonderful world of Weaponization (more on that later). It's effective against all types of enemies, and all you need to equip it is a vehicle, which can be readily found almost anywhere in the city or badlands.

TALK ABOUT SELF HELP



While you can give Hulk's power meter an immediate boost by collecting the green power orbs, they aren't the only way to build Hulk's power back up. Hulk is able to regenerate his power slowly when he's not taking damage. So keep an eye on the meter; if it starts to dwindle while you're engaged in a fight, run away and "collect your thoughts" to give Hulk time to recover. Running away from a fight may sound contrary to everything the Hulk stands for, but a smart Hulk is better than a dead Hulk.

POWER UP!



The first habit you should get into is powering up your attacks. Whether it's a simple Dashing Uppercut or a more devastating Gamma Bomb, holding down your Attack button for a few seconds (until Hulk is glowing) will unleash a more powerful punch, kick, slam or...

smash than if you just tap the button. You can also power up your jumps, which allows you to jump much higher and farther than usual. Powered jumps are not only useful for moving from the top of one building to another, but they're also a good evasive technique.



LEARN THE SECRET HANDSHAKE AND THE PASSWORD

Even though the Hulk is a bad mamma-jamma, even he needs an occasional break—someplace where he can relax, kick up his size 37s and just not think for a while. Which is exactly the role the church plays: Hulk's secret hideout. It's also where you can buy those new moves, look at the story recap and read the hints you've collected.

But you can't just magically transport to the church. To get there, you've got to get to a Jump Marker, the locations of which are strewn throughout the maps. When you come across one, you unlock it and can use it again at any time. Jump Markers are not only good for getting back to the church; they also come in handy when you need to get from one side of the city to another in a hurry, or if you're outnumbered and on the run from enemies. Not that the Hulk would ever flee from a fight!

RUNNING AND JUMPING



he can do indefinitely. But it gets even better, because you can also run up and along walls, buildings, canyons... you name it. If it's somewhat flat, you can scale it. This is a handy skill to learn (although somewhat disorienting at times), because you'll find plenty of goodies alongside buildings and cliffs throughout the game.



In addition to being able to defy gravity and run up the sides of buildings, Hulk is quite a jumper. While his regular jumps aren't that impressive, Hulk's charged jump would make Carl Lewis green with envy (pun intended). Much like a flea, Hulk can soar many, many times his own height, meaning you'll be jumping from rooftop to rooftop with ease—and without a wimpy web to keep you from falling!



You can also climb up the side of a building by pressing the Grab button. It's not as efficient as running or jumping, but it comes in handy when you misjudge a jump and don't want to fall all the way to the ground. Note that you won't get hurt even if you plummet from the highest skyscraper, so don't freak out if you happen to miss your mark on a jump.

WEAPONIZATION



Sometimes Hulk needs a little help to deal with some of his more pesky foes. And that's exactly where weaponization comes into play. The weaponization process involves turning average, everyday items like cars and buses into Hulk's personal, oversized arsenal. Who knew that a Geo Metro would make a fine pair of gloves that can slice through tanks easier than George Bush through a Social Security initiative? Weaponization is not only fun, but also very necessary because some enemies are much more easily dispatched when you're weaponized. The best strategy is to try and stay weaponized as often as possible, because you never know when you'll run into a heavily armored tank.





EMERGENCY RESPONSE SYSTEM



Even though Hulk doesn't understand why, the Army doesn't appreciate his penchant for wanton destruction and disregard for personal and public property. So occasionally, when you're really on a rampage, the Emergency Response System will go into effect and a Strike Team will be mobilized. This

highly trained, heavily armored unit is usually made up of three to five members, and their goal is simple: Bring Hulk down. These guys are tough, but if you can take them out, you'll earn some bonus Smash Points. Keep an eye on the ERS meter in the upper right corner of the screen. When you've lit the four lights, get ready for a super-intense fight. If you're running low on power, you may want to take it down a notch with the destruction—at least for a little while—because the Strike Team will pursue you relentlessly once it's mobilized.



running low on power, you may want to take it down a notch with the destruction—at least for a little while—because the Strike Team will pursue you relentlessly once it's mobilized.

HINTS



In addition to Smash Points, power orbs and comic icons, you'll also find giant green question marks throughout the world. Clicking on them will offer you gameplay hints—some that are obvious and others that are very helpful. While it's not necessary to collect all of them, there is a

special reward for grabbing all of them.

BOSS BATTLES

The Incredible Hulk: Ultimate Destruction is a free-roaming game and the missions are fairly straightforward (how many times can we say, "Smash this" and "Destroy that"?), so a full walkthrough is not necessary. Here are some tips for the six boss battles you'll face through the course of the game.

BOSS 1: Abomination



This battle can be tough, because you probably don't have enough Smash Points to buy any new moves yet. The key is to keep moving and always know where the Abomination is in the room. He can't hurt you if he can't catch you, so stay mobile. There are a lot of

throwable objects in this arena—use them. You're more likely to damage Abomination with a thrown object, and you don't run the risk of a counterattack if you try to pummel him with your fists. Speaking of counters, make sure you vary your attacks when you do get close, otherwise you'll find yourself getting the business end of Abomination's scaly mitts.

When he climbs on top of the rubble pile and gets ready to start flinging barrels, go against your instincts and run toward him. He'll unleash an energy blast that will knock you back, but right after that is when he's most vulnerable. Run up to him, slam him a couple of times and try to knock him into the wall. Repeat until Abomination is crying for his mommy.



COMICS



Scattered throughout both maps are randomly placed Comic icons (a rotating

"C"). Every time you collect a Comic, you'll be notified that you've earned Smash Points (usually 10,000) or unlocked either a cheat code, movie or art gallery. The maps below show the comics' locations.



CITY



BADLANDS

BOSS 2: Destroyer



The first thing you'll want to do in this battle is to destroy the communication towers, which will prevent reinforcements from being called. If a few stragglers do make it, take them out first. When you're ready to focus on the Destroyer, don't waste your time with aerial attacks, as they'll be blocked every time. Patience is your greatest weapon in this fight. Wait for the Destroyer to launch missiles or fire the plasma beam, then quickly get close and pummel it. Don't get greedy, though, or you'll take a metal handback to the face. Get a few good shots in and then move away until the next round of attacks. The Destroyer is also vulnerable when it's airborne, so find some stuff and chuck it.

IT'S WAR TAKE COMMAND!



Jump into the trenches and lead your troops through real-time, 3-D combat. Set the strategy or pull the trigger yourself. Either way, it's world war, and you get to decide the outcome.



Violence



**BOSS 3: Mercy**

This will be the toughest boss you've faced up to this point. With her telekinetic abilities, you'll think she's impossible to hit the first time around. Again, be patient and wait for your opportunities. Never stand in one place, or you'll get blasted. The best way to take Mercy out is with punches. Try to stay close to her, and when she fires her plasma beams, move in and give her the ol' one-two—the Dashing Uppercut is a great equalizer against Mercy. She *will* dodge a lot of your punches, but don't give up. And when she announces, "I learned this in prison," get as close as you can and unload with a flurry of punches. This will cause the fuel cells to explode, and the collateral damage will mess her up.

**BOSS 4: Titan**

There are two ways to defeat the Titan: the easy way and the hard way. The easy way is to stay moving at all times and avoid the Titan's attacks. The one catch with the easy way is that you'll need to have already purchased the Hammer Toss move. After avoiding the Titan's attacks for a few minutes, start running around the perimeter of the island; you'll find tanks in each corner. Use the Hammer Toss to fling a tank toward the Titan (don't worry, it'll respawn), then move on to the next one and repeat. The Titan should be reduced to a heap of scrap metal pretty quickly.

If you're up for a challenge and opt for the hard way, get ready for a long fight. Attack his weapons systems (get to them by targeting one, then doing a jump attack and hitting the Grab button at the last second), and after you get knocked off, throw a few punches and keep moving. Repeat until you either pass out or the Titan goes down. Remember, every building will eventually be destroyed, so you won't have anywhere to hide and recuperate.

BOSS 5: Devil Hulk

This is another boss fight where patience is necessary to succeed. (Sensing a pattern here?) When the Devil Hulk is in his pit, you can't hurt him. The key is to destroy the three embryo pods *around* the pit, which will draw him out and make him vulnerable to attack. The most effective way to do this is to target one of the pods and literally run circles around the pit, moving in for a smash when it's open. Watch out for the Devil Hulk's arm sweep and the stone columns he summons from the heavens (or, in this case, maybe it's the hells). The columns will fall and cover the pods, but you can punch through them rather easily. Just don't stand still punching a pod for too long, or you'll get either knocked down or scooped up. In the latter case, you'll have to break free of the Devil Hulk's razor-sharp teeth. Once you've destroyed all three pods, he'll emerge from the pit and give chase. Keep moving and occasionally move close enough to get a few blows in. Air attacks are useful here, but be ready to use the Air Recovery if you get clocked. You'll only be able to get a few good shots in, and then the Devil Hulk will retreat to the pit and the process starts all over again. This one may take some time, but it's not as difficult as it first appears.

BOSS 6: The Dam

It's no surprise that the final boss battle is the toughest...by far. You've faced off against Abomination before, but this time he's not messing around. The key here is to stay as close to him as possible without taking too much damage. Use the Harriers flying overhead to your advantage—the

Cyclone Skyjack and Target Kick are great ways to do some damage. Just don't focus on them too much, because you need to keep an eye on Abomination and prevent him from destroying all the generators. If you're quick and agile, you can take him out with powerful basic attacks before the generators are destroyed. But the best way to cause him the most harm is to wait for him to attack one of the generators, then use a powerful attack to knock him forward into the generator, where he'll get electrocuted and take some serious damage. This isn't easy to do; it takes perfect timing and a lot of luck to pull it off effectively. It's highly unlikely that you'll defeat Abomination on your first try, but don't worry—after five unsuccessful attempts, the difficulty level will be adjusted (unless you're in Hard mode).

CHALLENGE MISSIONS—CITY**Casualty**

Deliver the ambulance to the hospital before time runs out.

Seconds Remaining	Smash Points
Bronze	0-30
Silver	30-60
Gold	60+

House of Cars

Deliver as many vehicles as high up the building as you can before time runs out.

Score	Smash Points
Bronze	200-699
Silver	700-1,349
Gold	1,350+

Fast Mover—1

Race through the course as fast as possible.

Seconds Remaining	Smash Points
Bronze	45-60
Silver	30-45
Gold	< 30

Hulk Smash City!

Destroy as much as possible before time runs out.

Score	Smash Points
Bronze	100-399
Silver	400-799
Gold	800+

Rooftop Jumping—1

Travel as far as possible from the mission start by jumping from rooftop to rooftop. If you climb, wall run or touch the ground, then the challenge will end.

Distance	Smash Points
Bronze	200-500
Silver	500-1,100
Gold	1,100+

Rooftop Jumping—2

Travel as far as possible from the mission start without touching the ground. You can freely use all forms of movement. If you touch the ground, your challenge will end.

Distance	Smash Points
Bronze	200-500
Silver	500-1,100
Gold	1,100+

continued

**IF YOU'RE GOING TO SIT IN YOUR BASEMENT
PRETENDING TO BE AN ELF,
YOU SHOULD AT LEAST HAVE SOME FRIENDS OVER TO HELP.**



GROW TOGETHER. ROLL COME DICE. HAVE FUN.



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**CHALLENGE MISSIONS—CITY** continued**Lights Out**

Destroy as many lights as possible.

	Spotlights	Smash Points
Bronze	6-11	400
Silver	12-19	700
Gold	20+	1,000

In The Rescue

Rescue civilians from burning buildings.

	Civilians	Smash Points
Bronze	5-9	400
Silver	10-14	2,000
Gold	15+	5,000

Fast Mover—G

Race through the course as fast as possible.

	Seconds	Smash Points
Bronze	35-50	400
Silver	23-35	700
Gold	< 23	1,000

My Car!

Race through the course as fast as possible. Do not hit any white cars—they have alarms.

	Seconds	Smash Points
Bronze	135-180	400
Silver	105-135	700
Gold	< 105	1,000

Farm Play

Deliver as many crates as possible.

	Cabs	Smash Points
Bronze	5-9	400
Silver	10-14	700
Gold	15+	1,000

Kick the Can

Get the car into the ring of flares as fast as possible.

	Seconds	Smash Points
Bronze	120-180	400
Silver	60-120	700
Gold	< 60	1,000

Kicker Up!

Use your club to kick the ball into the air as far as possible.

	Distance	Smash Points
Bronze	250-350	400
Silver	350-400	700
Gold	400+	1,000

Fast Mover—2

Race through the course as fast as possible.

	Seconds	Smash Points
Bronze	90-150	500
Silver	60-90	900
Gold	< 60	1,500

Soldier Smasher

Division troops are trying to maintain control of the city. Defeat all the enemies before they reach the exits.

	Seconds	Smash Points
Bronze	120-180	500
Silver	90-120	900
Gold	< 90	1,500

Milk Float!

Land at the center of the ring of flares.

	Distance to Center	Smash Points
Bronze	8-25	500
Silver	3-8	900
Gold	< 3	1,500

Fast Mover—3

Race through the course as fast as possible.

	Seconds	Smash Points
Bronze	90-135	500
Silver	55-90	1,000
Gold	< 55	2,500

Pilot Defense

General Ross' armored division has cut off supply lines. Destroy as many tanks as possible.

	Tanks	Smash Points
Bronze	3-11	900
Silver	12-24	2,000
Gold	25+	5,000

Fast Mover—4

Race through the course as fast as possible.

	Seconds	Smash Points
Bronze	150-240	900
Silver	100-165	1,500
Gold	< 100	4,000

Fast Mover—5

Race through the course as fast as possible.

	Seconds	Smash Points
Bronze	165-240	900
Silver	100-165	2,000
Gold	< 100	4,000

Milk Float! Again!

Land at the center of the ring of flares.

	Distance to Center	Smash Points
Bronze	5-15	900
Silver	2-5	2,000
Gold	< 2	4,000

Smashing Sprout

Destroy eight cars, four towers, and three trees.

	Seconds	Smash Points
Bronze	180-240	900
Silver	150-180	2,000
Gold	< 150	3,500

Urban Golf

Use your club to hit the ball to the flag in as few swings as possible. Use different attacks and change clubs to alter the distance of the hit.

	Swings	Smash Points
Bronze	20-27	900
Silver	11-19	2,000
Gold	10 or less	4,000

Milk Juggler!

Hit the soldier into the wall to knock him off his motorcycle.

	Hits	Smash Points
Bronze	5-11	900
Silver	12-24	2,000
Gold	25+	4,000

Milk's Headtrip! Milk's!

Defend the rooftop as long as possible without being knocked off.

	Seconds	Smash Points
Bronze	30-90	1,000
Silver	90-150	3,000
Gold	> 150	5,000

S.W.A.T.

Soldiers are dropping like flies out of two wooden boxes. Kill as many soldiers as possible before they fall to the ground.

	Soldiers	Smash Points
Bronze	10-24	800
Silver	25-49	2,000
Gold	50+	5,000

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PlayStation 2



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CHALLENGE MISSIONS—CITY continued

Surf City

Use the Shield Grind to collect as many coins as possible before time runs out.

Markers	Smash Points
Bronze	35-49
Silver	50-59
Gold	60
	7,000

CHALLENGE MISSIONS—BADLANDS

Drunk Humans

An infantry squad is marching to ambush Hulk. Smash as many soldiers as possible before time runs out.

Soldiers	Smash Points
Bronze	10-19
Silver	20-39
Gold	40+
	1,200

Hulk Smash Badlands!

Destroy as much as possible before time runs out.

Score	Smash Points
Bronze	100-399
Silver	400-799
Gold	800+
	1,200

Fast Mover—J

Race through the course as fast as possible.

Seconds	Smash Points
Bronze	80-160
Silver	50-80
Gold	< 50
	1,500

Wipe Right

Kick as many vehicles as possible.

Field Goals	Smash Points
Bronze	3-6
Silver	7-12
Gold	13+
	1,500

Swings Gold

Use your club to hit the ball to the flag in as few swings as possible. Use different attacks and change clubs to control the angle of the hits.

Swings	Smash Points
Bronze	19-27
Silver	10-18
Gold	9 or less
	3,000

Horribly Fire

Get your enemies to kill each other in a burning room. Work fast; your time is limited.

Enemies	Smash Points
Bronze	2-4
Silver	5-7
Gold	8+
	2,000

Sticky Don't Surf

Use the Shield Grind to collect as many coins as possible before time runs out.

Markers	Smash Points
Bronze	50-64
Silver	65-74
Gold	75
	7,000

Long Beach

Destroy as many helicopters as possible before time runs out using either the missile punchback or missile grab moves.

Helicopters	Smash Points
Bronze	6-11
Silver	12-19
Gold	20+
	7,000

Downtown Dogfight

An airstrike is inbound so try to destroy as many planes as possible before time runs out.

Aircraft

	Smash Points
Bronze	3-8
Silver	9-17
Gold	18+
	10,000

Air Supremacy

Destroy as many strike fighters as possible. Stay on the building marked by flares.

Strike Fighters

	Smash Points
Bronze	5-9
Silver	10-14
Gold	15+
	10,000

Milk Soccer

Get the car into the stadium as many times as you can. Watch Beware the dog!.

Goals

	Smash Points
Bronze	2-4
Silver	5-7
Gold	8+
	7,000

Smash Field Goal

Kick as many vehicles as possible.

Field Goals

	Smash Points
Bronze	2-3
Silver	4-7
Gold	8+
	7,000

Desert Dogfight

Repulse a massive air attack as many times as possible before time runs out.

Aircraft

	Smash Points
Bronze	6-11
Silver	12-24
Gold	25+
	12,000

CHEAT CODES

Choose "Extras" from the main menu, then select "Code Input" and enter the following codes; if it's a valid code, the corresponding cheat will appear at the bottom of the screen. Note that some cheats can be toggled on or off, while others cannot.



RETRO—Play the game in black & white.

HISTORY—Play the game in sepia.

SMASH 5—Smash Point Bonus—5,000.

SMASH 10—Smash Point Bonus—10,000.

SMASH 15—Smash Point Bonus—15,000.

BRING IT—Doubles the value of all health collectibles.

CABBIES—All ambient vehicles are taxis.

CANADA—Character: Canadian Flag Shorts.

AUSSIE—Character: Australian Flag Shorts.

AMERICA—Character: American Flag Shorts.

FRANCE—Character: UK Flag Shorts.

DEUTSCH—Character: German Flag Shorts.

MUTANDA—Character: Italian Flag Shorts.

BANDERA—Character: Spanish Flag Shorts.

FURAGG—Character: Japanese Flag Shorts.

The following codes can be entered in the same way, but they will not work until you've accomplished certain goals in the game. Seven of them will work after you find the comic that reveals the corresponding code, while the last two codes have special requirements listed below.

DESTROY—Doubles Hulk's damage values.

FROGGLE—Doubles the speed of traffic and enemies.

PILLOWS—Low gravity.

CHIZZUM—Replaces all money with coins.

TRANSIT—Replace all traffic with buses.

KINGKING—Replaces all lamp posts with King Kong statues.

SUITFIT—Character: Joe Fixit.

CLASSIC—Character: Classic Gray.

VILLAIN—Character: Abomination.

This cheat will not work until you have finished the game.

There's also one special character who becomes unlocked in the "Box" menu after you finish the game, but you'll need a whopping 10,000 Smash Points to buy him...

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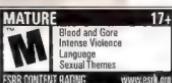
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DARKWATCH

STRATEGY
GUIDE
BY PAT
REYNOLDS

Jericho Cross was a renegade gunslinger in the wild west of 1876, until he robbed the wrong train and set an ancient evil loose on the world. After being attacked by the creature, Jericho finds himself a changed man as he slowly transforms into a vampire. Recruited by the Darkwatch, an organization devoted to battling the forces of evil, Jericho must fight to stop the terror he unleashed. This guide will show you how to master the weapons, defeat the enemies and get through the single player campaign of *Darkwatch*.



JERICHO'S ABILITIES



BLOOD VISION

Turning on blood vision makes enemies, weapons and important items like switches or detonators light up. If you ever get stuck in an area and aren't sure what to look for, turn on blood vision and you might spot an answer.

DOUBLE JUMP

Jericho can leap high into the air by jumping a second time at the top of his first jump. Use this maneuver to reach high ledges and out-of-the-way areas, or simply to stay away from ground-based enemies while raining hot lead down on their heads from the safety of the air.



JUDGMENT POWERS: GOOD AND EVIL

As you progress through the game, you'll encounter situations where a decision has to be made. You can make a good action or an evil action, during these encounters, and you'll earn points toward either side. When you've stored up enough of these points, you'll unlock a new Judgment Power. I suggest choosing good first and then evil on the next decision to get Silver Bullet and Blood Frenzy early in the game. From there, stick to one or the other, as the remaining powers require several actions each to earn. Here's a description of each and what it does.

Power	Alignment	Description
Silver Bullet	Good	Adds holy flame to shooting attacks
Fear	Good	Terrifies weak-minded enemies
Mystic Armor	Good	Reduces damage taken
Vindicator	Good	Attack enemies with chain lightning
Blood Frenzy	Evil	Increases melee attack damage
Turn	Evil	Forces enemies to attack each other
Black Shroud	Evil	Reduces damage taken and damages enemies as they attack
Soul Stealer	Evil	Sucks the souls out of enemies at a distance



WEAPON GUIDE



BASIC PISTOL

CLIP: 6

You'll begin the game with this standard six-shooter. It has no special powers and is weak compared to the other weapons in the game. Luckily, you'll come across a Redeemer before you get halfway into the first stage.



REDEEMER

CLIP: 18

This handgun will become your main weapon for much of the game. There are very few enemies in the game that won't drop after you unload a full clip of 18 shots into them. You can hold the fire button to fan the hammer of this gun, giving it a rapid-fire capability.



CARBINE

CLIP: 12

A powerful medium-range weapon, the carbine packs enough punch to drop many of the lesser enemies in a single shot, regardless of where it's placed. Ammo for this gun is scarce, so it's best saved for situations where dropping multiple enemies quickly is required.



CROSSBOW

CLIP: 12

Jericho's custom crossbow fires bolts that explode with concussive force after a few seconds. Hit an enemy with one and watch him run around until he explodes, often damaging nearby bad guys in the blast.



DYNAMITE

CLIP: MAX. 6

Tossing dynamite into groups of enemies is a great way to clear them out fast. Just be sure you're nowhere near the blast or you'll take a huge chunk of damage as well. Be careful when tossing dynamite indoors—it can ricochet off of walls or obstacles, so be sure

you have a clear path between you and your intended targets.

WEAPON GUIDE CONTINUED

addition, it's equipped with a large blade for particularly brutal melee strikes.

DUAL PISTOLS

CLIP: 24

Boasting the largest ammo capacity of any weapon in the game, the dual pistols can take the Redeemer's place in your arsenal quite easily. Like the Redeemer, holding the trigger speeds up the rate of fire, letting you pour hot lead into your target.

SHOTGUN

CLIP: 8

The shotgun is the most powerful close-range gun in *Darkwatch*; it'll drop almost anything with a single blast at close quarters. It works great for crowd control in areas where you're outnumbered by enemies and need to clear them out quickly. In

**RANGE RIFLE**

CLIP: 8

Equipped with a scope for precision shooting at long ranges, the range rifle is excellent for taking out patrolling guards from a distance. Using the scope also lets you target vulnerable areas on enemies, such as their heads, letting you conserve ammo by dropping bad guys with a single well-placed shot.

RAIL GUNNER

CLIP: 3

When you need something to blow up real good, this is the weapon for the job. Ammo tends to be extremely scarce, but if you see one of these lying around, grab it up and lay waste until you're out of rockets, then scoop up your discarded weapon before moving on.

**ENEMY GUIDE**

let them close the distance and then drop them with a well-timed melee strike to conserve ammo.

GUNSLINGER

These undead cowboys are still packing heat and they remember how to use it. They attack with medium-range six-shooters and constantly shift from side to side, alternating crouching with standing. Wait for them to assume a position and go for a headshot to



be sure to gather it up before moving on.



for a headshot to send them crashing to the ground. Their (and other enemies' weapons) (the one that has been used its high rate of fire) is especially good for this job.

REAPER

These are the basic minions of Lazarus' undead army. Fast-moving and armed with twin blades, they'll try to get in close and hack away at you, causing significant damage. Although a head shot with most weapons will put them down, it's often better to

**TNT SKELETON**

These skeletons carry barrels of explosive TNT on their shoulders, and they head in a straight line toward you. When they get close, they light a fuse on their barrels and increase their speed. If they explode nearby, it's curtains for Jericho. Aim for their barrels from a safe distance and they'll explode, giving you a few seconds to run for cover. If one gets too close, quickly drop a bomb or two; you might avoid being caught in the explosion.

**RIFLEMAN**

These enemies are usually posted in hard-to-reach locations, like rooftops, high ledges or guard towers. They're equipped with range rifles, and can fire on you with accuracy from far away, making them very dangerous. Look for the telltale stream of displaced air that their bullets



leave behind. Once you've located one, you can take it out without expending a lot of ammo. Turn on blood vision to get a clear outline of a distant rifleman, and aim for his head to quickly dispatch him.

CONTINUE ON

ENEMY GUIDE CONTINUED



VIPER

Fast-moving and hard-hitting at close range, Vipers have the ability to teleport short distances, and they make use of it by moving out of harm's way when damaged. However, this ability also works against them, because it keeps them at bay, letting you hit them



UNDEAD INDIAN

These politically-incorrect enemies are quick. They'll try to get close to attack you with their twin hatchets, or wind up and toss them at you from a distance. You'll also come across versions of these guys equipped with bows and flaming arrows.

Q: How do I avoid getting shot at by shotgun executioners?

SHOTGUN EXECUTIONER

Tough and fast-moving, these shotgun-toting bad guys will try to get close, blast you with their scatter-guns and then move in for a melee strike or two. Try to take them out at range, as they are capable of delivering a powerful blow if you get too close.



GHOST ENEMIES

In addition to their normal versions, you'll also encounter ghostly versions of most of the enemies in the game. These apparitions attack in the same manner as their non-ghostly counterparts, but they hit harder and take more damage to defeat. Whenever you see ghost enemies coming at you, focus your fire on them to quickly take them out before they reach you.



WALKTHROUGH

Darkwatch is a fairly linear first-person shooter with small stages concentrating mostly on constant action. For the walkthrough portion of this guide, we're going to concentrate only on potential trouble spots within each stage rather than providing step-by-step instructions for moving through each environment. You won't need us to get through most of the game—what you really need are sharp reflexes and the ability to stay focused and in control through wave after wave of attacking enemies.

STAGE 1: THE WRONG TRAIN

Jericho plans to rob the train...but what he finds in the vault is not treasure. It's an ancient vampire who changes his skin into a werewolf.



BOSS: LAZARUS

Lazarus will send waves of skeletons at you, and then teleport forward into the fight himself each time you clear out all of his minions. Fan the hammer of your Redeemer and empty it into him to send him running. You can also shoot Lazarus when he's hiding behind his skeleton swarm for extra damage.

Q: The basic pistol is terrible! When can I get another weapon?

A: After you clear out the room with three skeletons early in the stage, a dying Darkwatch agent will drop his Redeemer for you.



STAGE 2: RIDE LIKE THE DEVIL

Jericho and Cassidy mount up and ride toward town, fighting off undead riders and a second encounter with a now-winged Lazarus along the way. For this stage, Jericho has unlimited ammo and never needs to pause for reloading.

Q: How do I avoid taking damage from the enemy riders?



A: You can tap Left or Right on the D-pad to swing to the side in your saddle, putting your horse between you and the enemy. You won't be able to attack from this position, but you can use it to avoid taking damage, and then return to upright position and fire back after the enemy has passed by.

BOSS: LAZARUS

Lazarus flies around above you, tossing huge fireballs down on your head. Shoot out the middle fireball when he tosses a spread of them to avoid taking damage, and steer your horse out of the path of the large ones. Keep firing at him whenever possible and you'll easily win this battle.



STAGE 3: BONEYARD

Jericho and Cassidy must fight through the graveyard to reach a locked church.

Q: How do I get past the locked door and into the church?

A: You'll need to survive the waves of attacking skeletons, gunslingers and riflemen outside the church, and then destroy Lazarus' two marks of evil when they appear from the ground. The crossbow's explosive damage is ideal for this job.



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STAGE 3: BONEYARD BASTION

Q: How do I get out of the large circular room in the crypts?

A: While the game suggests that you use your double jump ability to navigate this room, all you really need to do is survive the waves of skeletons and then defeat the banshees that appear. Kill them and the gate will open (at ground level).

**STAGE 4: DEVIL'S BELLY MINE**

Q: What face explosive barrel-toting skeletons and other nasties in the dark mine. What's the best way to move through here?



Q: How do I get out of the first room?

A: Look around for the detonator sitting on top of a crate. If you can't spot it, turn on blood vision and it'll be lit up for you. Get used to using the vision to spot things like this from now on; you'll find a lot of useful things this way.



Q: How do I get out of the room with the mark of evil?

A: Jump down from the broken bridge and destroy the mark quickly—use the Redeemer's quick shot or toss a couple of sticks of dynamite at it. Once destroyed, the mark will wipe out the remaining bad guys and open a door across the broken bridge. Go back up to the bridge and double-jump across the gap to continue.



Q: How do I get past the fire blocking the tunnel?

A: Look for a small hole in the wall to the right. You'll need to crouch down to crawl through, revealing a second tunnel (running parallel to the main one) that bypasses the flaming debris.



Q: I can't find the detonators in the large mine chamber.

A: Turn on your blood vision and look around to spot the plungers. If you're still having trouble, look for one on the ground level, one in the shack on top of the stairs to the left of where you entered the room, and the last one on a high platform along the wall.

STAGE 5: DARKWATCH OUTPOST

This snowy fortress is guarded by riflemen and other creatures, but you'll be able to grab a range rifle right at the start to help take them out before they know you're there.

Q: How do I get the ghost door open?

A: You need only to take out all of the enemies in the area to pass through the ghost door. Get up onto the walkway or into one of the buildings to avoid being attacked from all directions. When all enemies have been defeated, enter the ghost door.

STAGE 6: TORTURE MAZE

Before being inducted into the Darkwatch, Jericho must complete a grueling training mission. You'll face all of the enemies in the stage up to the point in the game, as well as take on some new foes. But don't worry, as the mission ends, you'll

Q: How do I get out of the fog-filled room?

A: Use blood vision to locate the three valves. Activate all three of them to remove the fog. Defeat all of the enemies in the room and a hatch in the floor will open, revealing the path into the sewers.



Q: Where's the key that opens the locked door in the sewers?

A: Follow the ledge into the tunnel opposite the locked door and you'll find the key on the body of a deceased Darkwatch operative.



Q: How do I survive the final room when the sun eliminates my blood shield?

A: Don't stay in the fenced-in area in the middle of the room (where the sunlight is confined). Get to the edges of the chamber and stay there; once out of the sunlight, your blood shield will refill. Let the enemies come to you rather than chasing them into the dangerous sunlit area.

STAGE 7: BAPTISM OF FIRE

Now a member of the Darkwatch, Jericho and his new partner take a band of Darkwatch soldiers to break the heart for Lazarus.



Q: How do I get out of the canyon area?

A: Three marks of evil will appear and you must destroy all of them to move on. Use the Rail Rocket launchers that can be found in the area.

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STAGE 7: BATH OF FIRE CONTINUED**Q:** How do I find the mark of evil in the house?

A: You'll need to move through the rooms full of shelving and enemies. If you're running low on ammo, use melee strikes to dispatch enemies and save your ammo for the mark. Try to keep the Rail Rocket and a couple of shells on you to destroy the mark quickly as soon as you reach it.

HUB STAGE: CITADEL

Head upstairs to Darkwatch HQ. You can now choose armor and weapons, and weapon loadout (armor available) from here. You're welcome to the Citadel! Just don't get lost from that point on.

Q: What can I do in the Citadel?

A: Not much, frankly. Start by talking to the scientist and selecting one of the available missions. For the purposes of this walkthrough we'll cover each mission in the order they become available, but you're free to tackle them in any order. You can stop near the Darkwatch regulators patrolling the area and listen to what they have to say. When you're ready to attempt the mission, follow the corridors to the ghost door.

**STAGE 8: RESCUE**

A group of Darkwatch regulators have been trapped in a dusty desert town that's overrun by bad guys. Drive out in your vehicle and rescue them before they're captured or destroyed.

Q: What do I need to do in the village?

A: Stay in the vehicle and find a good spot with coverage of the whole area. This will make picking off the TNT Skeletons easier than driving around the area and letting them pile up behind you. You need to defeat all of the enemies in the area, including some Banshees and a Blob.

Riflemen manning the chain guns on the rooftops, but they all drop fast against the gatling guns mounted on your vehicle. When all of the enemies are defeated, you'll have to destroy two marks—one inside the large bulding and another outside (the second one is surrounded by Banshees). When they're both gone, the path leading out of the village opens.

Q: How do I rescue the Darkwatch members?

A: Get onto the rooftop and let the waves of Reapers come to you, taking them out either in mid-jump or with a quick melee strike as they land. When you've cleared the Reapers, you'll need to dispatch some Banshees and a Blob before finishing the mission. Grab a crossbow or Carbine for the Banshees, and toss Dynamite at the Blob for a quick and gory kill.

**STAGE 9: THE DEADLIGHT PRISM**

In this mission, you'll have to move across sunlit areas, depriving you of the blood shield for extended periods of time. Stick to the shadowed areas under ledges and in corners to avoid being hit.

**Q:** How do I get past the wall of fire?

A: You'll need to defeat waves of enemies before the flames will disappear. Stay in the shadowed areas under the ledge to get the benefit of your blood shield for this battle.

**Q:** How do I get the Prism?

A: Man the machine gun near the Prism (you'll be exposed to sunlight, but the Deadlight Prism restores your vampire powers) and fight off the waves of attacking enemies. Watch for the telltale green glow before enemies spawn and listen to Tala for tips about what enemies are coming next. The TNT Skeletons are especially dangerous, since you're stationary; aim for their barrels and take them out before they can get anywhere near you.

STAGE 10: INVASION

Make your way to the Indian village and slay the United Indians, Banshees and Vipers.

**Q:** How do I get past the wall of boulders?

A: Backtrack up the tunnel and look for the side passage leading off the main branch. There's a purple glow that should make it easy enough to spot.

STAGE 11: HANTOWN

Hantown has problems with the undead, and the Darkwatch has been dispatched to deal with it. This mission is a series of standoffs against hordes of enemies. Try to find an advantageous spot and use blood vision to auto-dispatch enemies quickly and take them out before you get overwhelmed.

**Q:** I can't get near the barn to destroy the mark inside.

A: The constantly spawning TNT skeletons do make it difficult to get inside. However, you can stay far enough back to safely pick off the skeletons and toss some dynamite into the open barn door. A few sticks should destroy the mark.

STAGE 12: THE MORNING AFTER

Enemies led by Lazarus have invaded the Citadel. Fight back the hordes of evil and race Lazarus to the Deadlight Prism chamber.

**Q:** Where do I need to go to stop the invasion?

A: You begin this mission in a section of the Citadel that you've never had access to before. However, if you move through the corridors and go through any doors that are lit green, you will quickly hit the familiar

STAGE 11: THE MORNING AFTER CONTINUED

entry hall (where you got missions from the scientist). From there, head to the room with the ghost door and help fight off the invaders until the door is destroyed.

Q: How do I get past the locked door?

A: A Darkwatch

Regulator is trying to unlock the door from the other side. In the meantime, you need to keep the swarms of enemies from overwhelming the area. Hang back near the door and pick off the TNT Skeletons from a distance. If you've been following the path of good, this is a great time for Mystic Armor.



Q: How do I shut down the generator?



A: Look for doors on both sides of the room, opposite one another. Each room has a switch on the wall. If you have trouble spotting them amid the chaos of the battle, activate blood vision and they'll light up real good.

STAGE 13: SHOWDOWN

Lazarus has absorbed the Deadlights Prism, making him bigger, stronger and meaner than ever. It's time to lay it on the line and battle to the death.

Boss: Lazarus

Lazarus flies around and attacks in much the same manner as he did way back at the beginning of the game, throwing spheres of flame in your direction. These projectiles are slow enough that you can easily jump out of harm's way as long as you see them coming. Lazarus can take a load of punishment here, and he'll occasionally stop to raise some undead minions from the ground to attack you. This takes your focus away from him and lets him get a cheap shot in while you're fighting his cronies. When he's taken enough damage, the gate leading out onto the bridge will open and the real final battle begins. Continue to pour fire into Lazarus until he drops.

**STAGE 14: THE RIGHT TRAIN**

Race to catch Tala by riding hard, catching the Darkwatch train and eliminating the enemies on board.

Q: How do I board the train?



A: Before you can board, you'll need to clear the last few cars of enemies. Ride alongside the train and take advantage of Jericho's mysterious unlimited ammo while on horseback to decimate the bad guys on the train. The ladder you use to

board the train is on the caboose, on the right side, so fall back and ride around until you spot it.

STAGE 14: THE RIGHT TRAIN CONTINUED

Q: How can I defeat all of the enemies on the train?

A: If you stay on foot and try to fight off the waves of enemies near the front of the train, you'll be overwhelmed for sure. Man the gun turret and mow them down, taking special care to blast the TNT skellies as soon as they appear (they don't have to run far from where they spawn to reach you).

**STAGE 15: DEADFALL**

The final hunt for Tala has begun. Pick your way through the dangerous walkways of Deadfall, a literal Hell hole built to test your survival skills. Be sure to look behind you as you move forward.



Q: I can't figure out where to go in this crazy town.

A: Deadfall can be difficult to navigate. Remember that almost the entire path through the town takes place on raised walkways and rooftops, and look around for the next one if you ever get stuck. There are so many enemies guarding the town that you'll know you're heading in the wrong direction if you ever go several feet without spotting one.

**STAGE 16: CURSE OF THE WEST**

With Lazarus out of the way, you need only defeat Tala to claim victory. This battle is similar to the one against Lazarus, but Tala has a few new attacks to watch out for, and she can take even more damage.

Boss: Tala

Tala begins the battle in a similar fashion as Lazarus, flying around and tossing projectiles. You can jump out of the way of these pretty easily. Keep her in your sights and keep firing to slowly wear her down. When Tala has taken some damage, she'll fly to the top of the chamber and activate a mechanism that kills one of the sacrificial "offerings" she keeps tied to the tables below. With each fresh kill, Tala adds a new type of projectile attack to her repertoire. Most of them can be avoided, but her blood cloud attack is very difficult to completely dodge, and it'll drain a lot of your health if it hits. Mystic Armor can negate this if you've been collecting the good powers. If you're hit, run for cover and let your blood shield refill. Tala doesn't vary in her attack routine, and she'll finally fall after enough damage has been done.



INDIGO PROPHECY

Basic Actions



Almost all the actions in the game are performed by using the analog joysticks. In the upper part of the screen, you'll see icons representing items you can use or simple actions you can do, like sitting down or climbing a fence. When you simultaneously move both analog joysticks in the indicated direction, the character performs the action.

Stunt Actions

Players familiar with *God of War*'s mini-games should have no trouble performing stunt actions. Two circular icons appear in the center of the screen, divided into four different sections. During stunt action sequences, these sections briefly highlight, meaning you need to move the analog joysticks in the directions indicated. These "Simon Says" games are used for everything from slow dancing and playing basketball to amazing acrobatics, like dodging cars.



Stamina Actions



These basically test your character's physical endurance—and yours. You need to press the L and R buttons in a rapid alternating sequence, building up enough energy to perform actions like lifting a weight, or pulling a drowning kid out of the water.



Mental Health

Every character has a mental health meter displayed in the lower right corner. If your character gets depressed enough to be "wrecked," he or she will become a total basket case and commit suicide. As in *The Sims*, performing certain functions—like getting some romantic action or successfully hiding evidence—will relieve some stress, helping them get back to feeling "neutral."

Bonus Cards



These are hidden throughout the game. When you have enough bonus points, you can use them to buy extra content, such as artwork, soundtracks and movies you don't see in the game.

Extra Lives

Only Lucas can earn extra lives. These give you a second chance if you fail in any of the mini-games you play.



Lucas Kane comes out of a trance to find himself living a nightmare: Under the control of some unknown force, he's knifed a perfect stranger to death in a New York City diner's public restroom. *Indigo Prophecy* is a unique title with a "choose your own adventure" flavor—there are multiple choices offered at every turn, and every decision you make (from the smallest dialogue choice to major actions such as hiding a dead body) has an effect on your current character's mental well-being, the overall story progression and its ultimate outcome. The number of different variables in the game makes it unlikely that different players will have the same experience. Therefore, this isn't a step-by-step analysis of the game; it's just a strategy to guide you in the right direction, so none of your characters end up arrested or dead.



#1. 01/27 00:02 AM

THE MURDER — Doc's Diner



Lucas: Drag the body into a stall to hide it, mop up the blood on the tiles, pick up the knife by the urinals and hide it, then wash your hands in the sink on the right. Go back into the diner and pay your bill, then leave out the back door and get on the subway.

Mental Health Actions

	Effect
Hide the knife	
Mop the blood	
Pay the bill	
Get the coffee	
Leave discreetly (use hall)	
Leave by taxi or subway	
Murder	
Leave bathroom without washing face	
Try to leave without paying	
Call Markus	
Talk to Martin (police officer)	
Still in diner when Martin finds body	
Check bathroom window	
Talk to Nash	
Talk to Kate at the bar	
Talk to Kate behind the bar	

#2. 01/27 01:12 AM

INVESTIGATION—Doc's Diner



Carla: Talk to Martin and you'll get a string of dialogue choices. It isn't important what you talk to him about. Afterward, go up to Kate and you'll get a second string of dialogue choices. Next, go into the bathroom and inspect the body, the pool of blood in the stall on the left and the mop. In the dining room, inspect Lucas' table. Drink some coffee, look at the pay phone, then go outside. Look at the back fence to find a piece of bloody cloth.



Tyler: Inside the bathroom, inspect the body, the trash can and the sink on the right. In the dining room, use the pay phone to call Sam, then help yourself to some coffee from behind the counter. Talk to Garrett and Frank, then check out Lucas' booth and look at the bill. Go out the back door and look at the footprints near the back fence. After this is all done, talk to Carla, then confirm that you want to leave. Get in the car to leave the scene.

#3. 01/27 07:52 AM

THE DAY AFTER—Lucas' Apartment



Lucas: There's migraine medicine on the nightstand by the bed. In the living room, answer the phone and listen to the answering machine message. Go to the bathroom, take a shower and get some bandages from the medicine cabinet. Put on clothes from the bedroom closet. Sit at the computer; when you get up, Lucas will have a vision. Successfully complete the mini-game and you'll see the items you need to hide before the cop arrives. Put the bloody clothes into the washing machine and pull up the bedsheets. Drink some milk from the refrigerator, then get the apartment key from the wooden chairs near the kitchen. A cop will come and interrogate you. Say you were the one yelling, and let him look around. Leave the apartment.

Bonus Card Locations	Value
Left cupboard in the kitchen	1
Skinny	1

#4. 01/27 09:04 AM

CONFESION—The Park



Lucas: Go up to Markus and some more dialogue choices will spring up. What you two talk about is up to your personal preference. I suggest just asking about the facts of the murder, without doubting Lucas' weird story. When Markus offers you the cross, take it. Afterward, save the child from the frozen lake.

#5. 01/27 09:04 AM

POLICE WORK—Police Station Tyler's Apartment



Carla: Go through the door on the right to enter the large office. Carla and Tyler's office is in the far right corner. Drink some water, then check her e-mail. Look at the database and do a search for "KIRSTEN." Play around with the yo-yo on her desk if you like, then give Tyler a wake-up call. Stand up so you can switch characters.

Tyler: Take a shower and get dressed. Drink some coffee, then talk to Sam, being as tender and understanding as possible. When you put on a coat to leave, be sure to give her a kiss before heading out the door, or else Tyler will lose all the points he just earned. When heading for the office, Jeffrey will confront you. No matter what happens, Tyler will eventually challenge Jeffrey to a game of basketball. In the office, hang up your coat, drink some water, check e-mail and browse the Web, playing around with the basketball if you like. Go out to the main room and talk to Carla and Garrett.

Bonus Card Location	Value
First floor of the police station	1
Carla's desk drawer	1
Tyler's bathroom	1

Mental Health Actions (Carla)

Effect
Find the knife
Find the hand
Ask for list of phone calls
Look at the blood stain in the other stall
Drink coffee
Get stuck outside back door
Talk to homeless man
Tyler uses the urinal in your presence
-5
-10

Mental Health Actions (Tyler)

Effect
Drink coffee
Tell the cop to leave by the window
Call Sam
Find the knife
Get yelled at for turning on jukebox
Get stuck out the back door
Fall to get information from Bogart
-5
-10

Mental Health Actions

Effect
Take headache medicine
Use the laptop
Drink alcohol (first time)
Drink alcohol (second time)
Listen to music
Relaxation
Hide bloody clothes and sheets
Cop comes over and finds everything
Talk to Markus
Look at picture of parents
Read the newspaper
Watch the TV
See John in the bathroom mirror
Migraine
(after 10 minutes of not taking headache medicine)
Stand on balcony without clothes on
(Continual decrease every two minutes, can be fatal)
Drink alcohol (after first time, can be fatal)
Mix pills and alcohol
Fatal

Bonus Card Location

Value
Down the path on the right

Extra Life

Take Markus' cross

Effect
See Markus again
Save the child
Don't save the child
Argue with Markus about "sick"
Break off conversation
-10

Mental Health Actions (Carla)

Effect
Drink coffee
Drink water
Play with yo-yo on desk
Talk to Jeffrey
Discover KIRSTEN e-mail
Tyler is late, need to call him

Mental Health Actions (Tyler)

Effect
Look at Sam sleeping
Sleep with Sam
Use the bathroom
Reassure Sam
Take a shower
Look at self in mirror
Turn on music
Kiss Sam goodbye
Drink coffee/water
Play with yo-yo
Carla's wake-up call
Speak angrily to Sam (1)
Speak angrily to Sam (2)
Forget to kiss Sam goodbye
Talk to Jeffrey
-5
-20
-10



PS2 STRATEGY

#6. 01/27 3:34 PM

ALTERNATE REALITY—Naser & Jones Bank



Lucas: The map marks where you need to go next with a red dot. Sit down in your office and start pretending to work. Successfully play the mini-game and you'll read Warren's mind. Open the desk drawer on the right to get an extra life.

Keep pretending to work and the phone will ring. Tell Tiffany that she can come over later. Successfully play the next mini-game and you'll have a vision of the future. Go to the station marked on the map and repair it. The first real action sequence of the game will start, as Lucas is attacked by the Giant Mites.

#7. 01/27 3:34 PM

RECONSTRUCTION—Mortuary



Carla: In this scene, successfully playing the mini-games will help Carla recreate the murder in her mind, CSI-style. Talk to the coroner about the gruesome facts, asking if the murder was quick and if the precise cuts were coincidental.

#8. 01/27 3:34 PM

TYLER & KATE—Police Station

Tyler: While making the composite sketch, it's tempting to make it look as unlike Lucas as possible. However, you should be aware that later on in the game, an accurate composite is useful when Carla must link evidence together. The image shown here is a decent representation of what Lucas looks like.



#9. 01/27 9:04 PM

LOST LOVE—Lucas' Apartment



Lucas: Now that the murder isn't so fresh in his mind, Lucas is willing to indulge in some luxury activities, like boxing, playing the guitar and getting some loving. There's also some gin under the kitchen counter if you want to see him chug a bottle. Eventually Lucas will start to yawn. Go into the bedroom and close your eyes, and Tiffany will arrive. Offer her a glass of gin, ask her what's new, then go get her boxes. One is in the pile in the corner of the kitchen, and one is in the pile near the computer in Lucas' bedroom.

After giving her the boxes, talk to her sincerely, sentimentally, and ask her if she's still alone. Play her a song on the guitar, then give her a kiss. Afterward, get up and turn off the electronics, eyeball the crowd on the chair, close all the doors and go into the outdoor hallway.

#10. 01/28 08:11 AM

HIDE AND SEEK—The Cemetery Military Base



Lucas: Go up the path and put flowers on the grave. Lucas will have a flashback. After the vision, go forward and climb over the fence on the right side. Once over the fence, move along it to the left behind the big rock until you

can hide behind the sign. Wait until two patrolling guards are facing away from each other, and run straight across between them to the next fence; there's a ditch there. Move to the left and crawl through the hole. Hide behind the piles and you'll see a truck move slowly out of the hangar on the left. Wait until it's close enough, then run up and use it as a shield. When you're out of the guard's sight range, let the truck pass and go behind it to the hole in the hangar (marked on the map with a red dot). The kid wearing the white shirt is hiding behind boards at the far end of the second floor. The kid wearing the black-and-white striped shirt is hiding inside the fuselage on the first floor. Lie to him to

Bonus Card Locations	Value
The bathroom	
To the right of the entrance of Lucas' office (in the upper-left corner of the map)	-10
Extra Life	
Check Lucas' right desk drawer	
Mental Health Actions	
Wash hands in the bathroom	
Drink coffee	
Agree to meet Tiffany later	
Look at Tiffany's picture	-10
Refuse to meet Tiffany later	-10
See "MURDERER" on screens	-5
Read Warren's mind	-5
After the completion of the Giant Mists scene	-20

Mental Health Actions	Effect
Flashback succeeds (1)	
Flashback succeeds (2)	
Flashback succeeds (3)	
Flashback succeeds (4)	
Flashback fails (1)	-10
Flashback fails (2)	-10
Flashback fails (3)	-10
Flashback fails (4)	-10

Bonus Card Location	Value
Kitchen cupboard (if no	
Mental Health Actions	
Box well	
Play the guitar well	
Sleep	
Sleep with Tiffany	
Listen to music	
Drink milk	
Drink alcohol (not beer)	
Up	
Be nice to Tiffany in first dialogue	
Be nice to Tiffany in second dialogue	
Offer gin to Tiffany	
Watch TV news about diner murder	
Be mean to Tiffany	-10
Tiffany leaves and refuses to kiss	
Tiffany leaves	-20
Fall asleep	-20
See Jade in the nightmare	-20
Drink beer	-20
Mix the alcohol and pills	Fatal

make him leave the hangar. The kid wearing the red shirt is doomed! Okay, fine, he's hiding in a box on the first floor, between the two large stacks of crates, near the back. Don't worry about getting to the exit; Lucas will run to it automatically when you run out of time.

Bonus Card Location	Value
To the right of the cemetery path	
Extra Life	
In the alley at the end of the cemetery path	
Mental Health Actions	
Save the kids	
Don't save the kids	-20

#11. 01/28 08:11 AM

FRIENDLY COMBAT—Gymnasium



Carla: Warm up by doing a set on two different pieces of equipment in the gym. She can use the chest press machine, the rope, the small boxing bags and the floor mat.

Tyler: Warm up by doing a set on two different pieces of equipment in the gym. He can use the weights, the floor mat and the leg lift machine.

Carla & Tyler: Drink some water, turn on the stereo and get in the boxing ring. When you're inside the ring, you automatically control

Carla. You play a mini-game to make them fight. If you want Carla to win, perform well, if you don't, take the hits. It's much more satisfying to win than to throw the fight.

Bonus Card Location	Value
In the corner behind the ring	10
Mental Health Actions	Effect
Drink water	
Complete warm-up	
Win the match (first time only)	
Lose the match (first time only)	
Fail warm-up (third time only)	-5

#12. 01/28 3:37 PM

DEBRIEFING—Police Station Archives



Carla & Tyler: Talk to Captain Jones about the Lucas Kane case.

Carla: Turn on the lights, then go into the archives room. Carla must control her breathing at all times, even when she is performing an action, like turning one of the wheels.

In the first set of bookcases, turn the wheel on the far right. In the second, turn the wheel on the far left, then the far right. You should have a clear path to the computer terminal. There are two sets of bookcases now, one on the left and one on the right. Work with the ones on the left first. Turn the wheel on the right, then go to the back row. Turn the wheel on the right, then the one on the left. Turn on the power. Go back to the terminal, then face the bookcases on the right. Turn the wheel on the left. Go to the back row and turn the wheel on the

left. Go back out to the first row, and turn the wheel on the left again, then turn the wheel on the right. Go to the back row, and turn the wheel on the right. Go between the shelves here and look at the tape on the left. Take it to the terminal.

Bonus Card Location	Value
Across from entrance in Archives	10
Mental Health Actions (Carla)	Effect
Find the KIRSTEN file	
Panic in the dark	-10
Give up	-30
Mental Health Actions (Tyler)	Effect
Note: Only if Carla gives up	
Find the KIRSTEN file	+10
Worry about Carla (if she panicked in Archives)	-10
Find Carla depressed	-10

#13. 01/28 3:37 PM

DEBRIEFING—Takeo's Bookshop



Tyler: Walk down the stairs and talk to Takeo. Go to the back of the first floor and look at *The Tempest* with a magnifying glass. You'll see a handwritten inscription on the page before the story starts. Put the book away and a scrap of paper will fall out. Check it out. As you start to leave, Takeo will call you back and ask you to find a book for him. Take the book he gives you and look at it. It was edited by De Gruttola. Leave it there. Next, look at the

book on the desk behind Takeo. It tells you how the books are organized. Now look at the book next to the entrance. It tells you that De Gruttola is filed under 1796. Therefore, the book Takeo wants is on the third floor, in the white section. Get the book and give it to Takeo.

Bonus Card Location	Value
On the entrance floor of the bookstore	
Bottom of the stairs after the book hunt	
Mental Health Actions	Effect
Find the bookmark	+10
Find Takeo's book	+10
Bring wrong book to Takeo	-10

#14. 01/28 7:12 PM

MEETING AGATHA—Agatha's House



Lucas: Ring Agatha's doorbell, then go inside. Walk all the way down the hallway into the sitting room, then check the door on the left to find Agatha in her bedroom. Push her down the hallway to the room full of crows (opposite the kitchen). Talk

to her about the murder. Get the feed bag out of the bottom drawer in the dresser, and feed several of her crows. Talk to her again. Push her back to the sitting room. Get the candles from the dresser in the sitting room and the matches from the table in the kitchen. Put the candles in the holders in the sitting room and light them. Turn off the

lights and close both curtains, then sit down next to Agatha. Another mini-game will start; keep up with the mini-game or Lucas will lose his concentration.

Bonus Card Location	Value
In the kitchen	
In the bathroom	
Extra Life	
The talisman on the nightstand in Agatha's bedroom	
Mental Health Actions	Effect
Hypnosis is successful	
Hypnosis fails	-10
Hypnosis fails (1)	-10
Hypnosis fails (2)	-10

#15. 01/28 7:12 PM

QUESTIONS & BULLETS—Police University



Carla: Go to the end of the row and talk to Robert. He'll ask you to demonstrate your shooting skills. Acquit yourself well here and you'll earn a compliment, and Carla's mood will rise. If not, you'll get insulted and her mood will lower. Talk

to him some more and you'll have to shoot a second time. Once that's over, talk to him again and this sequence will end.

Bonus Card Location	Value
Target practice succeeds (1)	
Target practice succeeds (2)	
Target practice fails (1)	-10
Target practice fails (2)	-10



#16. 01/28 7:12 PM

DOUBLE OR QUIT—Outside Police Station



Tyler: If you warm up, you get to start with the ball. If you decide to make fun of Jeffrey's outfit instead, he'll start with the ball. Play the mini-game well enough to score 10 points before Jeffrey does and save Tyler a hundred bucks.

Mental Health Actions

- Make fun of Jeffrey
- Win the basketball game
- Lose the basketball game

Effect

-30

#18. 01/28 9:27 PM

DARK OMEN—Carla's Place Police Station



Carla: Answer the phone in the living room.

Tyler: Fax the scrap of paper to Carla. Check the world news on your computer. Call Carla.

Carla: Put on some clothes from the closet in the bedroom, then answer the front door. Get some wine glasses from the corner cabinet in the kitchen and drink with Tommy. He'll read Carla's fortune using some tarot cards. It doesn't matter what cards you choose, you'll always get the same morbid foretelling. When

Tommy leaves, Carla will ask him about the scrap of paper. Call Tyler.

Tyler: Sit down and turn on your light, then look at the scrap of paper again. Move the light underneath until the watermark is revealed.

Bonus Card Location

- Carla's Bathroom
- Police desk in large room

Value



#19. 01/29 4:32 PM

FACE OFF—Naser & Jones Bank



Lucas: Get up and hide the piece of paper with stock data on it that's on the desk. When the mini-games activate this time, you'll be able to read the cop's minds after they question you. Tell the truth, and joke around to relieve the tension when you see

the composite sketch. Also say that the commotion yesterday was caused by your epilepsy.

Carla or Tyler: Take the pen from Lucas' desk and check his left hand drawer for the stock data list.

#20. 01/29 7:12 PM

BACK TO AGATHA—Agatha's House



Lucas: Check Agatha's body, then go to the bird room and check the bottom drawer to find a key in the seed bag. Use it to unlock one of the bird cages to find a piece of old newspaper. Escape through the sitting room window.

#21. 01/29 7:12 PM

HAPPY ANNIVERSARY—Tyler's Apartment Police Station

Tyler: After the day of stress, Tyler finally gets a chance to relax.

Proving he's a true ladies' man, he remembers his anniversary, helps with the cooking, pours some champagne and dances with a beautiful woman. Don't step on her feet or you'll need to try again.



#17. 01/28 9:27 PM

THE STORM—Lucas' Apartment



Lucas: Answer the phone. Lucas is going to have a hard time explaining this one to his landlord. Furniture and building fixtures in his apartment start using him for target practice. Mimic the on-screen

prompts to avoid getting flattened or blown into oblivion. When Markus arrives on the scene, look at the name tag by the door, ring the doorknob, break down the door, then check the balcony to rescue Lucas.

Mental Health Actions (Carla)

- Use the bathroom

Effect

+10

Eat

-10

Sleep

-10

Find explanation for watermark on TV

Effect

See Tommy at the door

-10

Drink wine

+10

Listen to Tommy talk about his love life

Effect

Tommy explains the watermark

-10

Watch TV

-10

Tommy reads Tarot (1)

Effect

Tommy reads Tarot (2)

-10

Tommy reads Tarot (3)

-10

Tommy reads Tarot (4)

-10

Carla talks about her love life

-10

Carla talks about her work

-10

Mental Health Actions (Tyler)

- Drink water

Effect

+10

Drink coffee

-10

Play with basketball

Effect

Find clue on internet or newspaper

-10

Find the watermark

Effect

Get tired every two minutes (can be fatal)

-20 each time

Bonus Card Location

- In Lucas' desk drawer

Value

Mental Health Actions (Lucas)

- React to dust mite vision (1)

Effect

-10

- React to dust mite vision (2)

Effect

-10

- React to dust mite vision (3)

Effect

Mental Health Actions (Carla/Tyler)

- Take the pen

Effect

- Find the listing

Effect

- Find the book

Effect

Bonus Card Location

- Inside Agatha's bedroom

Value

Mental Health Actions

- (Intro) Hope to have answers

Effect

- Find clue

Effect

- Agatha is dead!

Effect



Carla: In this scene, you must match two pairs of evidence. Memorize one, pick up the other, then link them. There are multiple ways to do this. The composite sketch on the bulletin board links to the blue folder in the tray on the corner of Carla's desk with Lucas' employment file in it. You can also show the composite sketch to Martin to create a link. Check your e-mail for Lucas' fingerprint data after Garrett calls; you can match it to the killer's fingerprint data, which is on Tyler's desk. Call Tyler when you have enough evidence.

Tyler: Answer the phone.

continued

#21. 01/29 7:12 PM continued

Bonus Card Location	Value
Along the wall in the police station on the same side as the double door entrances	10
Mental Health Actions (Carla)	Effect
Solve the investigation:	10
Link the first two pieces of evidence	10
Drink coffee/water	-5
Get help from Martin	-5
Play with yo-yo	-5
Get discouraged every three minutes (can be fatal)	-5
Try to leave station	-5
Mental Health Actions (Tyler)	Effect
Kiss Sam on the couch	10
Make a hasty exit	-20

#23. 01/29 8:03 PM

CONFRONTATION – Lucas' Apartment

Carla: Open all the doors inside Lucas' apartment. She and Tyler notice a change in decor.

Lucas: It's time for the most stunning action sequence in the game. Dodge bullets, cars and trains, hang from helicopters and leap impossible heights.

Mental Health Actions (Carla)	Effect
About to arrest Lucas (intro)	10
Missed catching Lucas	-20

#26. 01/30 08:56 AM

SOAP, BLOOD & CLUES – The Laundromat

Carla: Talk to Garrett. Go inside and inspect the dead woman's body, the blood on the tile and the dead man's body.

Tyler: Inspect the dead man, the dead woman, the pay phone and the washing machine on the upper left. Talk to Carla when you're ready to leave.

#27. 01/30 2:14 PM

THE FUGITIVE – Tiffany's Place

Lucas: Climb over the fence. Wait for the two cops to look away, then climb up the pipe. Inch across the ledge to the other side of the fence. Climb the fence again, then inspect Tiffany's window. If you try hard enough, you can force it open. You can also use a rock to break it. Inside the apartment, check the kitchen for food and drink. Watch TV, and eventually you'll see a specialist in Mayan civilization being interviewed. Lie down on the bed to recover some mental health points. Tiffany will eventually come home. When the cops come, hide outside the bedroom window.

#28. 01/30 2:14 PM

JANOS – Bellevue Asylum

Carla: Janos' cell is down the second corridor on the right. Mark your steps carefully. Check out the graffiti scribbled all over the walls of Janos' cell. Inside the cell, talk to him about the KIRSTEN case, and tell him that maybe he isn't really crazy. Afterward, a power outage knocks out the lights and unlocks the cells of all the inmates. Once again, Carla has to fight her claustrophobia if she wants to survive. Her breathing must be carefully regulated; she must breathe calmly while moving toward the exit and also hold her breath when an inmate gets too close. (You'll know when an

#22. 01/29 7:48 PM

BLOODY WASHING – Agatha's House

Lucas: As Lucas is leaving Agatha's House, he has a vision of another homicide that happens in a laundromat.

#24. 01/30 08:42 PM

CAPTAIN JONES IS REALLY UPSET – Police Station

Carla & Tyler: Explain the situation to the captain, taking turns.

#25. 01/30 08:56 AM

FALLEN ANGELS – Saint Paul's Church

Lucas: Talk to Agatha. After the conversation, Lucas will learn what it means to be "Touched by an Angel" in another action sequence. Talk to Markus.

Bonus Card Location	Value
Inside a laundry cart	10
Mental Health Actions (Carla)	Effect
Look at José's slashed forearms	10
Look at pool of blood	10
Mental Health Actions (Tyler)	Effect
Look at the telephone	10
Look at Anita	10
Look at José	+5

Bonus Card Location	Value
In the street!	10
Extra Life	
In Tiffany's bathroom	
Mental Health Actions	Effect
Eat	10
Sleep	10
Watch TV after turning it on	10
Watch TV after it turns on by itself	10
Kiss Tiffany	10
Open the window	10
Tyler leaves without you	-10
Fall off the window	-10
Listen to the answering machine	-10
Look at the homeless person	-10
Look at the crow	-10
Fall off the window	-10
Cough while Tyler is in the apartment	-10

inmate is too close for you to breathe when Carla says, "He's right there!" Anyway, from the orderly's body, you need to go out, turn left and walk straight to get to the exit.

Bonus Card Location	Value
At the end of the center corridor	10
Mental Health Actions	Effect
Voice over during the intro	10
Ask Janos several questions	10
Power goes out	-20

#29. 01/30 7:31 PM

MEETING KURIAKIN—Museum



Lucas: Talk to Kuriakin and claim you're a freelance journalist. Joke around about looking familiar. He'll show you some artifacts. When he asks you who you really are, tell him the truth, and show him your forearms. Follow him out the side exit. Another action sequence starts.

Bonus Card Location

In the corner of the room

Value

Mental Health Actions

Effect

Get help from Kuriakin

+20

Get turned in by Kuriakin

-20

Kuriakin dies

-20

#30. 01/31 4:59 PM

DANGER & UBIQUITY—Sleazy Hotel

Lucas: Get up and call St. Paul's Church. Tell Markus there's no time to explain.



Markus: Answer the telephone before talking to the Oracle. Lock the door and pick up the phone to talk to Lucas again.

Carla: The numbers on the door of Room 369 seem odd. Kick the door in anyway for a humorous interlude.

Walk down to the real Room 369 and kick it open.

Lucas: Answer the phone.

#30. 01/31 4:59 PM

MAYAN SECRETS—Unknown Place



Lucas: Talk to the Oracle about whatever you'd like. He tries to kill you again no matter what. An action sequence will begin with a large cat chasing you through the jungle.

#31. 01/31 7:21 PM

THE CLAN—Unknown Place



Lucas: Successfully play the mini-game so Lucas can continue to spy on the Oracle. If you don't keep up the rhythm, the vision will fade.

#32. 01/31 9:01 PM

DANGER & UBIQUITY—Sleazy Hotel

Lucas: Get up and call St. Paul's Church. Tell Markus there's no time to explain.



Markus: Answer the telephone before talking to the Oracle. Lock the door and pick up the phone to talk to Lucas again.

Carla: The numbers on the door of Room 369 seem odd. Kick the door in anyway for a humorous interlude.

Walk down to the real Room 369 and kick it open.

Lucas: Answer the phone.

Mental Health Actions (Lucas)

Effect

Markus is saved

+10

Evade Carla and Tyler

-20

Markus dies

-60

Receive phone call from Oracle

-20

Mental Health Actions (Carla)

Effect

(Intro) Lucas is found

+30

Miss Lucas again

-30

#33. 01/31 10:13 PM

FATE ON RUSSIAN HILLS—The Fun Fair



Lucas: Enter the amusement park. Go into the control box and turn on the rollercoaster. Get into the car and pull down the safety bar. At the top, walk across the beam, carefully modulating his steps with the L and R buttons. Untie Tiffany from the pole.

#34. 02/01 9:40 PM

CHILD'S PLAY—Unknown Place



Lucas: Keep an eye on the map in this level. The yellow line shows the way you need to move, and the red dot marks your target. Wake up Markus and climb out the window. Stay in the building shadows as you inch across to the right. Watch the

soldiers and wait for a chance to cross to the next building shadow. When you get to the end of the third building, double back and hide behind the car until the patrolling soldier passes. Make sure Markus has enough clearance to follow you behind the car. Go back to the edge of the third building, hide behind the water tower, then approach the other end of the third building. You'll see another soldier.

Markus: Go back to the other end of the building where there is a pile of rocks. An exclamation point should appear in the action menu. Cause a distraction.

Lucas: Cross the center, avoiding the two spotlights, and reach the other set of buildings. Wait for Markus.

Bonus Card Location

Value

From the homeless man, walk left

Extra Life

Walk along the exterior fence to find

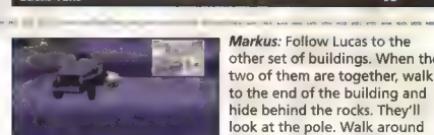
Mental Health Actions

Effect

Rescue Tiffany

+95

Lucas falls



Markus: Follow Lucas to the other set of buildings. When the two of them are together, walk to the end of the building and hide behind the rocks. They'll look at the pole. Walk around the back of the building and kick over the barrel.

Lucas: Get up the pole and across the telephone wires, timing your movement so the scanning spotlights don't find you. Don't just sit still—the spotlights are moving, so you have to keep going. Slide

down the pole and run over to the hangar. Open up the doors.

#36. 02/01 10:24 AM

THE PACT—The Cemetery



Carla: Tiffany's grave is along the third path on the right. You can see a fresh wreath of flowers on top of it. When Lucas appears, choose to trust him. During the mini-game, you can read her mind.

Mental Health Actions (Lucas)

Effect

Form an alliance with Carla

+10

Mental Health Actions (Lucas)

Effect

Decide to trust Lucas

+10

Form an alliance with Lucas

-10

Decide to be wary of Lucas

-10

#37. 02/27 09:30 AM

**JADE—Unknown Place**

Lucas: Play through the mini-game to see that Jade is in the St. Thomas orphanage.

#39. 02/27 11:07 AM

WHERE IS JADE?—The Orphanage

the-top than any of the previous ones. Lucas' powers have matured. It's a long sequence, so don't lose your concentration. When the helicopters arrive, you have to push the stamina meter all the way to the right to clear the jump. After Lucas displays some spiderlike skills, he'll end up in a room with Agatha. Talk to her, then refuse to give her the child. Another mini-game will start, and this one's hard on your trigger finger. Don't get sucked into the vortex.

#40. 02/27 2:21 PM

BOGART—Underground Secret Base

Lucas: Follow the homeless man. Talk to Carla. Go up to the fire to be reunited with Markus. Bogart invites you to sit down. Talk to him.

Carla: Go to the end of the path behind Bogart to find a broken radio. Get inside the last subway car to

find a flashlight. Take the batteries out. Turn and go to the opposite end of the path, then look at the sheet of iron rods. Pull one off to use it as an antenna. Put everything into the radio and switch it on. After listening to the grim news, warm up by the fire. Check on Jade, then visit Lucas in the first train car to start a blooming romance. I guess Lucas got over Tiffany's untimely death quickly.

#41. 02/28 03:01 AM

**REVELATION—Wishita Military Base**

Lucas: Get up and eavesdrop on your arguing parents.

#42. 02/28 9:31 PM

FINAL COUNTDOWN—Wishita Military Base

Lucas: Carry Jade to the entrance. Inside, fight the Oracle again. You just need to generate enough energy (using the L and R buttons) to launch a ball of it at the Oracle to defeat him.

After defeating the Oracle,

knock out the soldiers. Another unwelcome guest appears; a representative of the Purple Clan. Avoid getting sucked in, and launch the same energy field at him. Pick up Jade and lay her on top of the pool of chroma.

#38. 02/27 09:30 AM

FROZEN TO THE BONE—Police Station**Mental Health Actions (Carla)**

	Effect
Tell Tyler the truth	-10
Lie to Tyler	-10

Mental Health Actions (Tyler)

	Effect
Go to Florida with Sam	+20
Stay without Sam	Health reduced to 5 points

Extra Life

In the last bedroom on the right

Mental Health Actions

	Effect
Find Jade	
Don't give Jade to Agatha	-10
Don't find Jade before Oracle arrives	-10
Give Jade to Agatha	-10

Bonus Card Location

On the tracks by the subway train

Value

Extra Life

In one of the subway cars

Mental Health Actions (Lucas)

	Effect
Get reunited with Markus (if he didn't die)	
Sleep with Carla	

Mental Health Actions (Lucas)

	Effect
Sleep with Lucas	-5

Listen to bad news on the radio

Value

Listen to bad news on the radio

Value



MARIO SUPERSTAR BASEBALL™

In the style of *Mario Golf* and *Mario Tennis*, Namco has teamed up with Nintendo to bring you *Mario Superstar Baseball*. There are over 30 playable characters in the game as well as a ton of minigames and challenges to keep you entertained throughout the playoff season. It's time to play some ball!

SUPERSTAR STAR CHALLENGE LIST

To achieve Superstar status, you'll have to earn stars by completing specific tasks in Challenge Mode. Here's a list of the Star requirements for each character and the corresponding difficulty setting at which the Stars can be earned.



Mario

Mushroom

- Strike 'em out!
- Win MVP!!
- Get a Red Fireball!
- Blast more than 2,000-points worth of Bob-ombs!
- Drive in a run with a Fireball swing!
- Make a big play!
- Belt a 2-run homer or better!
- Drive in more than 3 runs in a game!
- Play a perfect game and win!
- Belt a grand slam!

Flower

- Strike 'em out!
- Win MVP!!
- Get a Red Fireball!
- Blast more than 2,000-points worth of Bob-ombs!
- Drive in a run with a Fireball swing!
- Make a big play!
- Belt a 2-run homer or better!
- Drive in more than 3 runs in a game!
- Play a perfect game and win!
- Belt a grand slam!

Star

- Strike 'em out!
- Win MVP!!
- Get a Red Fireball!
- Blast more than 2,000-points worth of Bob-ombs!
- Drive in a run with a Fireball swing!
- Make a big play!
- Belt a 2-run homer or better!
- Drive in more than 3 runs in a game!
- Play a perfect game and win!
- Belt a grand slam!

Special

- Strike 'em out!
- Win MVP!!
- Get a Red Fireball!
- Blast more than 2,000-points worth of Bob-ombs!
- Drive in a run with a Fireball swing!
- Make a big play!
- Belt a 2-run homer or better!
- Drive in more than 3 runs in a game!
- Play a perfect game and win!
- Belt a grand slam!

Luigi

Mushroom

- Crack a hit!
- Hit a home run!
- Score a run with a Luigi swing!
- Make a passing catch!
- Score a run with a Luigi swing!
- Belt a runner out with a Luigi!
- Belt a runner out with a Luigi!
- Be the MVP in the last game!

Flower

- Crack a hit!
- Hit a home run!
- Score a run with a Luigi swing!
- Make a passing catch!
- Score a run with a Luigi swing!
- Belt a runner out with a Luigi!
- Belt a runner out with a Luigi!
- Be the MVP in the last game!

Star

- Crack a hit!
- Hit a home run!
- Score a run with a Luigi swing!
- Make a passing catch!
- Score a run with a Luigi swing!
- Belt a runner out with a Luigi!
- Belt a runner out with a Luigi!
- Be the MVP in the last game!

Special

- Crack a hit!
- Hit a home run!
- Score a run with a Luigi swing!
- Make a passing catch!
- Score a run with a Luigi swing!
- Belt a runner out with a Luigi!
- Belt a runner out with a Luigi!
- Be the MVP in the last game!

Donkey Kong

Mushroom

- Crack a long hit!
- Win MVP!!
- Get a King Banana
- Hit a home run!
- Score a run with a Banana Ball swing!
- Drive in runs with Mario!
- Get 3 strikeouts in a game
- Belt more than 2 homers in a game!
- Get a runner out with a laser beam throw!
- Belt a homer with Diddy and Dixie Kong as runners!

Flower

- Crack a long hit!
- Win MVP!!
- Get a King Banana
- Hit a home run!
- Score a run with a Banana Ball swing!
- Drive in runs with Mario!
- Get 3 strikeouts in a game
- Belt more than 2 homers in a game!
- Get a runner out with a laser beam throw!
- Belt a homer with Diddy and Dixie Kong as runners!

Star

- Crack a long hit!
- Win MVP!!
- Get a King Banana
- Hit a home run!
- Score a run with a Banana Ball swing!
- Drive in runs with Mario!
- Get 3 strikeouts in a game
- Belt more than 2 homers in a game!
- Get a runner out with a laser beam throw!
- Belt a homer with Diddy and Dixie Kong as runners!

Special

- Crack a long hit!
- Win MVP!!
- Get a King Banana
- Hit a home run!
- Score a run with a Banana Ball swing!
- Drive in runs with Mario!
- Get 3 strikeouts in a game
- Belt more than 2 homers in a game!
- Get a runner out with a laser beam throw!
- Belt a homer with Diddy and Dixie Kong as runners!

Diddy Kong

Mushroom

- Crack a home run!
- Hit a double!
- Get a triple!
- Score a run with the Runaway Ball!
- Strike out Baby Luigi!
- Throw a grand slam!
- Belt a home run!
- Climb up the wall and make a catch!

Flower

- Crack a home run!
- Hit a double!
- Get a triple!
- Score a run with the Runaway Ball!
- Strike out Baby Luigi!
- Throw a grand slam!
- Belt a home run!
- Climb up the wall and make a catch!

Star

- Crack a home run!
- Hit a double!
- Get a triple!
- Score a run with the Runaway Ball!
- Strike out Baby Luigi!
- Throw a grand slam!
- Belt a home run!
- Climb up the wall and make a catch!

Special

- Crack a home run!
- Hit a double!
- Get a triple!
- Score a run with the Runaway Ball!
- Strike out Baby Luigi!
- Throw a grand slam!
- Belt a home run!
- Climb up the wall and make a catch!

Peach

Mushroom

- Strike 'em out!
- Win MVP!!
- Get a Lovely Heart!
- Strike out Bowser!
- Pick! and hit with the Heart Ball and win the game!
- Make a big play!
- Get 5 strikeouts!
- Score over 300 points by breaking walls!
- Shut out the Bowser team and win!
- Become a captain and round everyone up!

Flower

Star

Special

Daisy

Mushroom

- Strike 'em out!
- Win MVP!!
- Get a Lovely Heart!
- Strike out Bowser!
- Pick! and hit with the Heart Ball and win the game!
- Make a big play!
- Get 5 strikeouts!
- Score over 300 points by breaking walls!
- Shut out the Bowser team and win!
- Become a captain and round everyone up!
- Make a double play with Peach!

Flower

Star

Special

Yoshi

Mushroom

- Steal a base!
- Win MVP!!
- Get an Egg!
- Rish and bite!
- Reach base on a bunt with the bases empty!
- Belt either a triple or a home run!
- Smack more than 2 hits in a game!
- Score over 100 points in Piranha Panic!
- Cross the plate more than 3 times in a game!
- Get more than 3 outs in a game using the tongue catch!

Flower

Star

Special

Baby Mario

Mushroom

- Strike 'em out!
- Win MVP!!
- Get a Lovely Heart!
- Strike out Bowser!
- Pick! and hit with the Heart Ball and win the game!
- Make a big play!
- Get 5 strikeouts!
- Score over 300 points by breaking walls!
- Shut out the Bowser team and win!
- Become a captain and round everyone up!
- Catch a booted ball!

Flower

Star

Special

Baby Luigi

Mushroom

- Steal a base!
- Drop a squeeze bunt!
- Get a Team Start!
- Win Piranha Panic with no damage!
- Strike out Luigi!
- Steal a base more than twice in a game!

Flower

Star

Special

Bowser

Mushroom

- Drive in a run!
- Win MVP!!
- Get a Lovely Heart!
- Strike out Baby Luigi!
- Pick! and hit with the Heart Ball and win the game!
- Make a big play!
- Get 5 strikeouts!
- Score over 300 points by breaking walls!
- Shut out the Baby Luigi team and win!
- Become a captain and round everyone up!
- Belt a grand slam!

Flower

Star

Special

**Wario**

Mushroom

- Smack more than 2 hits in a game!
- Become a captain and win more than 900 coins!
- Get a Gnarly Garlic!
- Get a hit with Mario!
- Pitch and bat with the Phony Ball and win the game!
- Strike out Mario!
- Get a red gem in Chain Chomp Sprint!
- Get more than 200 coins in the Toy Field!
- Belt a home run with Mario!
- Get more than 5 RBIs in the game!

Flower

Star

Special

Waluigi

Mushroom

- Strike 3 outs!
- Get 200 points!
- Get a whole game and win!
- Get a home run!
- Get a strikeout!
- Get a double!
- Get a triple!
- Get a home run with Luigi!
- Clear all minigames!

Flower

Star

Special

Koopa Troopa

Mushroom

- Drive in a run!
- Pitch a whole game and win!
- Crack a long hit!
- Smack more than 3 hits in a game!

Flower

Star

Toad

Mushroom

- Get someone out swinging!
- Get a whole game and win!
- Crush someone with a body check!

Flower

Star

Boo

Mushroom

- Smack a hit!
- Get 3 strikeouts in a game!
- Smack more than 2 hits in a game!
- Win with a shutout!

Flower

Star

Toadette

Mushroom

- Smack a hit!
- Score 100 points!
- Knock a big play!
- Win with a shutout!
- Get a home run!
- Hit the wall with the ball!

Flower

Star

Special

Shy Guy

Mushroom

- Smack a hit!
- Belt more than 1,000 points worth of Bob-ombs!
- Make a big play!
- Get 5 strikeouts!

Flower

Star

Birdo

Mushroom

- Drive in a run!
- Score 100 points!
- Get a hit with Luigi!
- Make a big play!
- Knock someone out!
- Get a home run!
- Be the MVP in the game!

Flower

Star

Special

Monty Mole

Mushroom

- Steal a base!
- Drop & squeeze bunt!
- Get a Team Star!
- Reach base on a bunt with the bases empty!
- Tag someone out while carrying the ball!
- Cross the plate more than 3 times in a game!

Flower

Star

Special

Bowser Jr.

Mushroom

- Smack a hit!
- Get 200 points!
- Get a home run!
- Get a whole game and win!
- Get a home run with Bowser!
- Get a strikeout with Bowser!
- Get a walk for Bowser with Bowser!

Flower

Star

Special

- Be the MVP in the last game!

Koopa Paratroopa

Mushroom

- Smack a hit!
- Cross home plate!
- Pitch a whole game and win!
- Make a jumping catch!

Flower

Star

Pianta

Mushroom

- Crack a long hit!
- Score 100 points!
- Get a runner out with a laser beam throw!

Flower

Star

Noki

Mushroom

- Smack a hit!
- Steal a base!
- Pitch a whole game and win!
- Cross the plate more than 3 times in a game!

Flower

Star

Hammer Bro

Mushroom

- Smack a hit!
- Smack a long hit!
- Hit a home run!
- Belt 2 homers in 1 game!

Flower

Star

Toadsorth

Mushroom

- Catch the ball!
- Smack a hit!
- Make a big play!
- Steal a base!
- Win MVP!
- Clear all minigames!

Flower

Star

King Boo

Mushroom

- Smack a hit!
- Get a Team Star!
- Smack a long hit!
- Smash a bunting!
- Be the MVP in the game!
- Be the MVP in the last game!

Flower

Star

Continued



Magikoopa

Mushroom

- Drop a sacrifice bunt!
- Strike 'em out!
- Make a great catch!
- Win MVP!!

Flower

Star



Goomba

Mushroom

- Smack a hit!
- Drop a sacrifice bunt!
- Beat Toad in Wall Ball!
- Steal a base more than twice in a game!

Flower

Star



Petey Piranha

Mushroom

- Crack a long hit!
- Place first in Piranha Panic!
- Hit a home run!
- Shut out Mario's team and win!
- Crush someone with a body check!
- Catch the ball more than 3 times in a game!

Flower

Star



Paragoomba

Mushroom

- Drop a squeeze bunt!
- Crack a long hit!
- Make a jumping catch!
- Drive in more than 3 runs in a game!

Flower

Star



Dixie Kong

Mushroom

- Smack a hit!
- Strike 'em out!
- Make a big play!
- Crack a long hit!
- Beat Toad in Wall Ball!
- Climb up the wall and make a catch!

Flower

Star



Dry Bones

Mushroom

- Drive in a run!
- Make a big play!
- Win MVP!
- Get 3 strikeouts in a game!

Flower

Star

SUPERSTAR TIPS

Whether you're playing against a friend or the unforgiving CPU, it's always a good idea to play through the Practice Mode first to learn the basics. Here are some additional tips that we've compiled to help you become a superstar!

Batting



- Base Hits are Key**—Smacking consecutive base hits is the quickest way to win games, and it's easy to do if you purchase the Nice Bat item from the shop. Timing is everything when trying to hit base hits. Try to swing your bat so that it intersects with the pitch at a 90° angle, and position yourself in the batter's box so you hit the ball with

a better chance of hitting the ball out of the infield. In Challenge mode, you can also try to hit the ball into the gaps in the outfield for a better chance of hitting the ball out of the field.

Hitters just don't have the hitting power to hit the ball in a gap, so a charge swing may help them greatly.

- Control the Ball**—In Mario Superstar Baseball you are able to exert a small amount of control over the ball when hitting, and you can learn to aim for a specific section of the field. The timing of your swing is important; if you're a right-handed hitter, you'll tend to hit toward left field if you swing a bit early or right field if you swing a bit



late. You can also use the D-pad just before hitting the ball—and as you can see in the Barrel Batter minigame, pressing Down can give the ball a high arc. This is useful when you want to hit the ball over the fence or into the gaps in the outfield. You can also use the D-pad to move the ball left or right after you hit it to get it into the gaps.



► **Home Runs**—Some characters such as Bowser and Donkey Kong are naturals at hitting home runs; you won't always need to hit the ball perfectly with them to put it over the fence. Other characters will need a little help—to clear some of the star challenges with these players, you will need to use charge swings. To charge your swing

need to position yourself so that you hit the ball directly in the

out on a pop fly.

Pitching

Being able to strike out your opponent is just as important as having a good stick, especially in Challenge Mode when the CPU has last ups in every game. The key to being a good pitcher is to constantly mix up your pitches. Try to alternate between throwing balls, strikes, change-ups, fast balls and curve balls as much as you can to keep your oppo-



little ball control when throwing these pitches—the ball usually travels in a straight line from your throwing position. If a batter

isn't able to get past the first few pitches, then he's likely to end the game. This increases the pressure on the pitcher to keep him from getting past the first few pitches. If he does, then he's likely to end the game.

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FEBRUARY NO. 384 2027

MARCH NO. 385 2027

APRIL NO. 386 2027

MAY NO. 387 2027

JUNE NO. 388 2027

JULY NO. 389 2027

AUGUST NO. 390 2027

SEPTEMBER NO. 391 2027

touching is good.

ADVANCE WARS DUAL STRIKE

The twisted Black Hole Army has returned, and this time you'll need both screens as the war rages on two fronts. It's up to you to command your troops on the ground, in the air and at sea as you engage in dual-screen combat in order to fend off the deadly invasion.

NINTENDO DS



Cartoon Violence

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sold separately. www.nintendods.com

Barrel Batter

You won't be able to score a home run if you don't have a barrel to smash. To unlock the Barrel Batter minigame, you'll need to complete Challenge Mode at the Mushroom difficulty setting with Wario's Team.

Once you've unlocked the minigame, you can play it with any team.

Tip: If you're having trouble getting a barrel, try this: when you're in the middle of the field, look for a barrel on the ground. If you see one, pick it up and throw it. It will land on the ground and make the barrel appear. You can then collect the barrel and make the pitch. This is a great way to get a barrel without having to go through the minigame section of Challenge Mode.

UNLOCKING CHARACTERS AND SECRETS

You'll have to put a lot of play time into *Mario Superstar Baseball* to unlock all of the characters, minigames and secret items. Here is a list of all of the game's unlockables and how to unlock them, as well as a few extra tips that we've saved for the end.

Characters**Dixie Kong**

To unlock Dixie Kong as a playable character, complete Challenge Mode at any difficulty setting with DK's team.

**Petey Piranha**

To unlock Petey Piranha as a playable character, complete Challenge Mode at any difficulty setting with Wario's Team.

**Monty Mole**

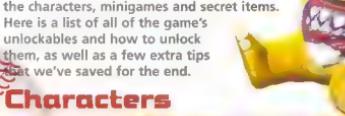
To unlock Monty Mole as a playable character, complete Challenge Mode at any difficulty setting with Wario's Team.

Star Dash

Another fun minigame we can quickly help you if you've somehow ended up with coins... The majority of your time should be spent chasing coin-sacks and trying to jump off walls to get them off the screen before they hit the ground. If you do, you'll star down the increasingly closer coins that pass by. Try to collect as many coins as you can. Eventually, when an opponent gets a star, all everything else will stop, letting him/her hammer around in the air, or just dash. Star Dash is a good tactic to use. By "surrounding" players like this, a player will remove himself from another's reach while also increasing his/her own chance to attack. And even after grabbing the coins, instead of celebrating, players will now concentrate on getting coins instead... but also be wary of the Troinkos that will pop out of the ceiling. Watch the ground as they land, and avoid them before they strike.

Toy Field

If you want to have a competition with your friends, then you'll need some running skills. Your main goal should be to hit the ball and get as far as possible. Be the last one to run away from the ball. When playing, try to get up your players and have your players chase each other. To get to the ball, when you are playing the outfield, try to stay near the oppositions. If the ball is hit as an opposition, you have a good chance of running over and stealing it, and if it has hit toward an opponent, you have an easy chance to steal away and dash to the opposite side of the field for the ball.

**Toadette****Baby Luigi**

To unlock Toadette as a playable character, complete Challenge Mode at any difficulty setting with Peach's Team.



To unlock Baby Luigi as a playable character, complete Challenge Mode at any difficulty setting with Yoshi's Team.

Minigames**Bowser's Team**

To unlock Bowser's Team, complete Challenge Mode at the Special difficulty setting with any team.

**Hammer Bro**

To unlock Hammer Bro as a playable character, complete Challenge Mode at any difficulty setting with Bowser's Team.

**Star Dash**

To unlock the Star Dash minigame in the minigame section and in Challenge Mode, complete Challenge Mode at the Mushroom difficulty setting.

**Toy Field**

To unlock the Toy Field minigame in Challenge Mode, you must purchase the Secret Map from the shop in Challenge Mode (see Secret Map description on next page).

**Mario Grand Prix**

To unlock the Mario Grand Prix minigame, complete the Bob-omb Derby, Wall Ball, Chain Chomp Sprint, Piranha Panic, Barrel Batter and Star Dash minigames at the Star difficulty setting.

Difficulty Settings**Flower Difficulty**

To unlock the Flower difficulty setting, complete Challenge Mode with any team at the Mushroom difficulty setting.

**Star Difficulty**

To unlock the Star difficulty setting, complete Challenge Mode with any team at the Star difficulty setting.

**Special Difficulty**

To unlock the Special difficulty setting, complete Challenge Mode with any team at the Star difficulty setting.

grand theft auto™

The San Andreas Chronicle

Pat Reynolds, Editor

Welcome to *The San Andreas Chronicle*, a monthly column that follows Carl "CJ" Johnson's path through the state of San Andreas in Rockstar Games' *Grand Theft Auto: San Andreas*. We'll also bring you information on the many side missions, odd jobs and secrets you'll want to find as you play through the game. This month, we'll show you how to master the wheel of a seafaring vessel, respond to more reader mail and look at the recent "hot coffee" controversy.



San Andreas RE-RATED: Rockstar's Coffee Is Too Hot for the ESRB

Shortly after the release of the PC version of *Grand Theft Auto: San Andreas*, determined hackers created a patch that enabled players to follow CJ inside his girlfriend's house after a successful date (when the girlfriend asks CJ if he wants to come in for "coffee") and play a rhythm-based mini-game. Normally, the game would only show the outside view of the house while CJ and his honey did their thing inside. Rockstar quickly attributed this risqué mini-game (which was dubbed "hot coffee" by its creator) to clever hackers and, while not denying that it had originally intended to include it as a feature of the game, also did not admit to creating the code itself.

Skip ahead a few weeks. Several codes appear on the Internet, enabling the same "hot coffee" modification in the PS2 and Xbox versions of the game for players who own certain third-party cheat devices. Unlike the PC version, in which third-party modifications can alter the content of a game via software "patches," a console game cannot display any content that wasn't originally programmed into the game and is not stored on the game CD- or DVD-ROM. Rockstar had no choice but to admit that it had created the controversial mini-game, but had decided not to allow players to access it in the final

product. The "hot coffee" mini-game quickly became the biggest video game-related news story in many years.

Word of the "hot coffee" modification to the already controversial *GTA: San Andreas* game was pounced on by crusaders against video-game violence such as New York Senator Hillary Clinton and outspoken attorney Jack Thompson, who used it as ammunition in their war against games like the *Grand Theft Auto* series. Shortly after the "hot coffee" mod appeared for the console versions of the game, the Entertainment Software Ratings Board (ESRB) met with Rockstar and both parties mutually agreed to change the game's rating from M ("Mature"—titles in this category may contain intense violence, blood and gore, sexual content and/or strong language) to AO ("Adults Only"—titles in this category may include prolonged scenes of intense violence and/or graphic sexual content and nudity). Although the content that provoked this ratings change is impossible to see during normal, unaltered gameplay, the fact that the code exists and is accessible via third-party cheat devices was enough for the ESRB to make the change. The result of the rating change from M to AO was that all major

retailers pulled the game from their shelves. Wal-Mart, GameStop, Target, Best Buy and dozens of others complied with the advice of the ESRB and ceased sale of *GTA: San Andreas*. At

press time, only EB Games was still selling the game—with an AO sticker covering the original M rating symbol—although it has been checking IDs and denying sales to anyone not at least 18 years of age. Take-Two Interactive, the parent company of Rockstar and publisher of *San Andreas*, saw a drop in its stock price following the rating

change, and analysts estimate that Rockstar could lose as much as \$50 million in projected revenue because of the game's sudden disappearance. Rockstar released a statement indicating that it would soon issue a modified version of the game with the offensive content removed from the disc in order to regain the M rating. Copies of *San Andreas* appeared on Internet auction sites like eBay within hours of the announcement and were selling for as much as \$100, as the game had suddenly become very difficult to obtain.

Many observers feel that *San Andreas* is a target simply because of its popularity. There are plenty of currently-available games with equally controversial content; the M-rated console games *God of War*, *Leisure Suit Larry: Magna Cum Laude*, *The Guy Game* and *Playboy: The Mansion* all contain scenes of nudity, sexual references or encounters. None of these games has come under similar scrutiny...at least, not as this issue went to press. However, the *San Andreas* rating change is sure to force game developers to take a hard look at all content in their games, even code that's not intended to ever be seen during gameplay. The ESRB has indicated with this decision that its ratings system no longer applies only to playable content, but to content that may appear on the screen through the use of third-party cheat devices or software patches as well.

In the long run, the *GTA* series should remain relatively unaffected by this decision. *San Andreas* will soon reappear on store shelves—exactly the same as the current version but without the "hot coffee" mini-game assets—and future games in the series (such as the upcoming *Grand Theft Auto: Liberty City Stories* for the PSP) should retain everything you've come to expect from *GTA* titles...minus any hidden surprises.

BOATING SCHOOL

CJ can make use of vehicles on land, water and in the air during his adventures in the state of San Andreas. While he'll spend most of that time on land, there are schools for improving his skills at boating and piloting as well. Because CJ uses boats for only a tiny amount of time during the missions (much less than either cars or aircraft), the lessons at boating school are brief. There are only three of them to complete, but they incorporate many different skills you'll need to master to become a proficient captain of the high seas. To begin your seafaring courses, head to Bayside (north of San Fierro) and find the boating school at the end of a pier in a small shack.

Fresh Slalom

Directions: Navigate through the buoys as quickly as possible.



For this lesson you'll need to pilot your boat through each set of buoys, completing the exercise in 2:00 or less. The water makes turning a boat very different from turning with a land vehicle—boats tend to want to keep moving in a forward direction, so you'll need to begin your turns much earlier than you would with a car or motorcycle.

Keep an eye on the mini-map during this run; it shows you the locations of both the current set of buoys and the next set you'll need to hit. This is useful for setting up your turns ahead of time, as there are several sharp turns necessary to stay on the intended path. Take care to not hit any of the buoys; it's easy to get stuck on one of them and lose precious moments from your time backing out and putting the boat on track again.

Letters to the Editor



Grand Theft Auto: San Andreas—the game where it's okay to mug people and take their money, as long as you don't go out for coffee afterward.

Letters Clarification

The way to improve *The San Andreas Chronicle* is to put rocket shoes as a cheat code, use a Tommy gun as a weapon and a tennis racket, and last but not least, have it so CJ can knock people out and mug them.

—Andrew Huerta
La Puente, CA

When we asked for suggestions to improve *The San Andreas Chronicle*, we wanted the readers to send us ideas for things to include in this monthly column, not things you'd like to see in the game. Unfortunately, we have absolutely no control over what you can do in the game, nor do we have any influence when it comes to submitting ideas for Rockstar to include in the next GTA game.

Flying Fish

Directions: Jump over 55 meters to pass.



Drive your boat directly out from the pier, using the right analog stick to look to the left. When you come even with the ramp, stop the boat and turn in place. Now you can build up a good speed while moving in a straight line and hit the ramp well, keeping the boat lined up so as not to fly off to either side. As long as you maintained a good speed during the approach, hitting the 55 meter mark or greater on your jump shouldn't be a problem at all.

Land, Sea and Air

Directions: Finish the race in under 3:00.



You'll get to try your hand at piloting a hovercraft for this lesson. Although it still handles like a boat, the hovercraft floats on a cushion of air created by high-powered fans located in the undercarriage. This enables it to move out of the water and onto land without losing speed or control. Like the first lesson, this one has you taking your hovercraft through a series of buoys. However, this time there are several ramps positioned between the buoys that you'll need to hit, and you'll have to drive up onto land in a couple of places as well. The toughest stretch is under the Gant Bridge, where missing a ramp will set you back a good deal of time; you'll have to back up and get up to speed again to go over the ramp. Remember the lessons learned in the first two exercises and you'll complete this one in good time.

of bars, stores, etc. Or how about a PS2 vs. Xbox comparison; which version has better graphics, gameplay, etc.? I have both systems and I would like to know.

—Kevin King
Loop, TX

Kevin, you'll be happy to know that we're finished covering the storyline missions in the Chronicle. The original plan was to run through the mission strategies, and then focus on other stuff you can do in the game, so you should be in hog heaven with the latest Chronicle offerings! Last month we covered driving school and dating, this month we're covering boating and "hot coffee"...next month, flying school! I like the idea of a comparison of the game on both systems; we'll probably run that in a future edition as well.

Man on the Street

I think you could improve *The San Andreas Chronicle* by asking people who have played it why they like it, and how they rate the game. I hope you like my idea.

—Romano Jesus II
Northglenn, CO

Having people comment on the game is an interesting idea, but I'd rather ask for opinions on different issues affecting the game, like the "hot coffee" controversy. It's a good idea, though, and one that we'll give some thought to including in a future column. The hard part would be finding a way to get a broad sampling of opinions and comments from people all over the country.

GTA Artwork

I have a great idea for *The San Andreas Chronicle*. You could include GTA fan art or funny GTA comics like a real newspaper.

—Gregory Magoon
Lakewood, FL

Fan art is not a bad idea...we'll consider that if we see any artwork coming in that's worth showing to all the San Andreas fans out there. As for a comic strip, we don't have the legal right to feature comics with the Grand Theft Auto characters on a regular basis.

XBOX VS. PS2

The *San Andreas Chronicle* is great and I would never have gotten where I am without it. Here is my suggestion to improve the Chronicle. The mission stuff is wonderful, but you know as well as I do that there is more to do in San Andreas than the missions. I would like to see more about the pastime stuff. Locations

HALO INSIDER

by Mark Johnson



TERMINAL & GEMINI

Tired of people sneaking into the back of your base on the Terminal map? Need to know a good ambush spot on Gemini? Well, this is your lucky day. In this month's column, we're featuring those very maps. Terminal and Gemini are two of the new maps from the recently-released *Halo 2 Multiplayer Map Pack*, and like everything else Bungie has produced, they're awesome. Gemini is a remake of an old map from Bungie's *Marathon Infinity* pack (the *Marathon* series was a Mac/PC-based precursor to *Halo*), while Terminal is an all-new beast custom-made for some incredibly intense 1 Flag CTF games. Study the maps, check out our tips, learn the weapon locations and stop getting owned!

Terminal



Map Legend



Deep within the city of New Mombasa sits Livitoni Station, still untouched by the invading Covenant forces. Fighting in the city, however, has damaged the system controlling the public MagLev train, and the out-of-control cars periodically hurtle down the tracks in the middle of the map. The train is instant death for any players unlucky enough to be caught in its path, so look before you leap.



When on defense in 1 Flag CTF, you spawn above your flag, and you can't get back up once you drop down. There are a few plasma grenades lying to your left up here, and it's always a good idea to grab them and wait in the ceiling for the enemy to rush in on the flag. You can then proceed to rain explosive death on the weak fools from above as your teammates pepper them with a hail of gunfire.



This is the train of death. The Sword and the Overshield are waiting on the tracks to lure players to their doom, so be careful as you try to grab these items. Additionally, if you time it correctly, you can evade snipers or other enemies by leaping across the tracks right in front of the speeding cars and letting the train block your opponents' vision (and bullets). This is a great way to escape with the flag in CTF matches.



Defenders: If you can get the Sniper Rifle, put someone in position along this back wall by the courtyard outside the Flag base. Offense can quickly rush the back of your base by charging through the parking garage, but this position gives you a perfect line of sight as they drop down for the capture. You can then act as spotter for your team if any opposing player manages to evade your sniper fire.

Vol. 10

With the release of *Halo 2*, the most popular Xbox game has been given a massive upgrade, incorporating *Xbox Live* support for online multiplayer matches among other refinements. This monthly column will keep you informed with the latest goings-on in the *Halo 2* community, including trends, strategies, tricks, exploits and new discoveries...and of course, we'll also show you how to become a more lethal online combatant.

Gemini

The once-quiet halls of this Covenant tower are now home to the sounds of conflict, as you and your friends battle it out above the cityworld of High Charity. The first few times you play Gemini, it feels like a small, closed-in map. The more familiar you get with it, however, the more you'll realize that it's actually a great mid-range map in which a good Carbine dominates. When your opponent gets close, though, the blade on the back of the Brute Shot can prove to be deadly; it's a great way to put an end to any in-your-face encounters.



For the up-close-and-personal type, these little wings on the outdoor balcony are a perfect hiding spot. Grab the Sword or shotgun, then keep an eye on your radar as you wait for your next unlucky victim. Move to another position after a few kills, though, or you'll be an easy target for a well-placed grenade.



These platforms are located right above the central chamber in Gemini, and are a great place from which to harass enemy soldiers.

Snipers and Brute Shots work well from up here, and a Plasma Pistol can be used to aid teammates down below by dropping the shields of their opponents. Once the enemies figure out that you're up here, they'll try to warp in and melee your unprotected back or snipe you from the opposite platform, so watch out.



SGT. JOHNSON'S FOXHOLE

Here In The Foxhole, I'll tell you everything you need to know, but are too lazy to figure out! Statistics, strategies and anything else that a wet-behind-the-ears private needs to be the best. Kit up and move out, soldier — it's training time!

Up for examination this month: the Magnum. This tiny little gun is considered by many players to be one of the least appealing guns on its own, but in the hands of a skilled dual-wielder, it will shred your shields and drop you quicker than you can cry for your momma. Below you'll find the essential facts like melee speed, clip size and reload time, as well as a few tips on how to use the Magnum effectively. So take this knowledge out to the field and practice up so you can surprise your opponent with the quick kill!

MAGNUM



Specs

ammo Type: Ballistic
Clip Size: 12 (maxes out at five clips or 60 rounds)
Firing Mode: Semi-Automatic
Reload Speed: 1.6 Seconds
Melee Speed: 0.8 Seconds
Melee Hits with Shields: 3
Melee Hits without Shields: 1

Melee Hits with

Overshields: 5
 Scope: None
 Range: Short to Mid-range
 Accuracy: Medium

Shots Required

Head Shots: 13
 Body Shots: 21
 Head Shots with
 Overshield: 36
 Body Shots with
 Overshield: 45

These numbers are based on an opponent with full shields at the time of engagement.

Strengths

The Magnum is a deadly weapon when paired up in a dual-wield combina-

tion and works extremely well with an over-charged Plasma Pistol. The rate of fire is quite fast, so you can quickly overload an enemy's shields.

Weaknesses



tion and works extremely well with an over-charged Plasma Pistol. The rate of fire is quite fast, so you can quickly overload an enemy's shields.

Weaknesses

Ever since Bungie implemented the 1.1 patch, the Magnum hasn't been as powerful as it once was. Your aim has to be dead on now, and only head shots are really worth it.

The Sword on Gemini is right in the middle. Make sure your team (or you, if it's Free for All) grabs this weapon early, as it is crucial in the difference between victory and shame. While this map is mostly geared toward mid-range combat, there are plenty of obstacles for a good player to take advantage of; use them to throw off enemy aim until you've closed the distance enough to end your opponent's life with a sword lunge. Of course, all that cover means that you might also end up stabbing a rock.

Definitely not the wonder gun it was in *Halo: Combat Evolved*, and weakened even further in the last auto-update, the Magnum isn't the weapon it used to be. While players used to snipe each other from across the map with this gun, the *Halo 2* version is un-zoomable and is only useful as a mid- to short-range weapon. If you find yourself mid-match with a sole Magnum as your only defense, find another weapon to wield along with it fast; this puppy can't stand up to most other weapons in the game on its own. In combination with an SMG or Plasma Pistol, the Magnum starts to shine due to its high rate of fire. What it lacks in strength, the Magnum makes up for in speed. Concentrated fire can quickly drop an opponent's shield. One of my favorite combos is the Magnum/Plasma Pistol, but you have to make sure you nail them in the head with the Magnum or it'll take too long! For the stylized types, see how far you can get with dual Magnums. Just imagine yourself moving in slow motion for that twin-pistol Hollywood effect.

SELECT GAME PREVIEWS

The purpose of Select Game Previews is to show you a select group of new and upcoming

games so YOU can influence the contents of *TIPS & TRICKS*. Take a look and see what interests you, then write down the names of the games you plan to buy or rent and mail them to *TIPS & TRICKS Select Game Previews*, 8484 Wilshire Blvd., Suite 900, Beverly Hills, CA 90211. We'll total up your votes and use the results to determine which strategy guides we'll be featuring in upcoming issues of *TIPS & TRICKS*.



RESIDENT EVIL 5

Publisher: Capcom

In Stores: 2006



At the recent Xbox 360 Summit in Tokyo, Capcom showed a short movie clip of *Resident Evil 5* (known as *Biohazard 5* in Japan) to a stunned audience. The game is being developed by the same team that put together the critically acclaimed *Resident Evil 4*. As with most early announcements, very few details were released about the game, but the movie offered enough hints for fans to speculate about the next chapter in Capcom's zombie saga. The identity of the main character is still a secret, but it's clear that Chris Redfield is in the game. The movie starts with Chris slowly moving around through the dark, until he comes out into the bright and sunny outdoors. The setting looks like somewhere in the Middle East in the dead heat of summer. Blinded by the sudden light, Chris attempts to readjust to his surroundings when suddenly a group of "somethings" comes charging down the alley at lightning speed. Chris turns around, aims his pistol and the video ends. The new enemies are definitely not slow, shuffling zombies or the simpleton villagers from *Resident Evil 4*, but something else...something quick and fast! Is Chris a playable character or is this a prelude to a rescue mission? *Resident Evil 5* will feature next-generation lighting techniques to add a whole new dimension to the series; it's not only in darkness that you will need to squint to find enemies! Heat is also expected to be a big factor in the game, forcing the player to find shady areas to prevent heat exhaustion. *Resident Evil 5* is also being planned for the PlayStation 3, but so far there has been no announcement for the Nintendo Revolution.





FULL AUTO

Publisher: Sega

In Stores: November



FULL AUTO

Full Auto is the game that will amaze your friends when you finally have your Xbox 360 up and running. The game's vehicles can be armed to the teeth with guns, cannons, rockets and more. Everything on the track can be destroyed; you can slow down opponents by literally tearing up the road or making bridges collapse on them! *Full Auto* also employs the Unwreck system, a handy feature that lets you rewind brief periods of time to correct mistakes. If you miss a crucial shortcut, you can rewind and change direction. If you're about to go bust from heavy enemy fire, simply rewind and evade the situation. With neck-breaking speed and eye-melting pyrotechnic effects, *Full Auto* should convince everyone that the new generation of gaming has arrived.



Also on
GAMECUBE

RESIDENT EVIL 4

Publisher: Capcom

In Stores: November



Any self-respecting *Resident Evil* fan probably already picked up the GameCube just to play *Resident Evil 4*, but if you're part of the PS2 faithful then now's the time to treat yourself to an instant classic. The PS2 version will include a new weapon for Leon called the P.R.L. 412 (Plagues Removal Laser 412), which should be pretty handy when tentacles shoot out of a villager's head. Widescreen mode will also be supported, just like the GameCube version. There's been some doubt that the PS2 version's graphics would be able to stack up against the amazing detail seen in the GameCube version, but from what we've seen there's nothing to worry about. In fact, *Resident Evil 4* could be the best-looking PS2 game yet!



Also on
GAMECUBE



CALL OF DUTY 2: BIG RED ONE

Publisher: Activision

In Stores: November



The U.S. Army's First Infantry Division has a long and storied history of throw-caution-to-the-wind bravery and uncommon valor. As a member of the Big Red One, you'll be commissioned to lead your squad into some of the most chaotic—and deadly—battles of World War II, from Tunisia to Germany and all points between. But unlike the first installment in this first-person shooter franchise, in *Big Red One* you'll see the war through the eyes of one soldier as he transforms from a wide-eyed, innocent recruit to a steely, war-hardened fighting machine in some of the most intense melees of World War II. If beating down computer-controlled Nazis doesn't do it for you, Xbox and PS2 users can take the battle online.



STAR WARS: BATTLEFRONT II

Publisher: LucasArts

In Stores: October



The campaigns in the PSP version of *Star Wars: Battlefront II* have been shortened to accommodate portable gaming, but the game still includes all of the features of the console version such as playable Jedi, epic space battles and *Episode III: Revenge of the Sith* content. In addition to these mini-campaigns, Instant Action mode allows gamers to play through their favorite *Star Wars* battles any way they choose. One of the most exciting features of *Battlefront II* is the integration of Wi-Fi capability; players can pick up their PSPs and battle it out with up to three other players in cooperative or competitive battles.



DEVIL KINGS

Publisher: Capcom

In Stores: October

If you took *Dynasty Warriors* and cross-bred it with Capcom's own *Devil May Cry*, you'd end up with something that resembles *Devil Kings*. You play as one of six heroes who sold their souls to the devil to gain superhuman powers, all fighting for control of the land. This isn't a simple hack-and-slash affair, though; you can develop your character and upgrade his skills and weapons, just like in a role-playing game. *Devil Kings* isn't set during a specific time in history, so you'll see a wide variety of weapons—ranging from shotguns to Bushido blades—and each hero has his own fighting techniques and preferences.



TOKOBOT

Publisher: Tecmo

In Stores: November



An adventurer named Bolt discovers some friendly and intelligent robots called Tokobots while he's exploring an ancient ruin. Tokobots can join forces by performing "team combos" to create ladders or even wings to carry Bolt to hard-to-reach locations. Starting with six of these loyal laborers, players will eventually accumulate a larger crowd of helpers as the game progresses. As Bolt progresses through the game, uncovering a world-threatening plot, he'll learn to make the new combinations and even help the little Tokobots transform into one huge robot using the "Karakuri Combination," so they can stand against the game's larger bosses.



PHOENIX WRIGHT: ACE ATTORNEY

Publisher: Capcom

In Stores: November



PICK!
"Objection!" "Hold it!" "Take that!" Slinging words like arrows, Phoenix Wright defends the innocent and upholds justice like a superhero in a three-piece suit. This DS title is actually a remake of the first in a series of three Game Boy Advance games that are known in Japan as *Gyakuten Saiban* ("Sudden Reversal Judgment"). The game is divided into different episodes, each dealing with a criminal case where Phoenix defends an innocent client. He has to gather evidence at crime scenes (through use of the Touch Screen) and catch witnesses in contradictions during cross-examinations to reveal the truth. Intelligent, witty, and often humorous, *Phoenix Wright: Ace Attorney* is an addictive game that can unleash anyone's inner legal eagle.



OKAMI

Publisher: Capcom

In Stores: November



Okami is an intoxicating blend of storytelling, art and unique gameplay from Clover Studios (*Steel Battalion*, *Viewtiful Joe*). Influenced by traditional Japanese art, the game also takes its cue from Shintoism, an ancient Japanese religion. You control Amaterasu, the ancient Sun god, who takes the form of an okami (wolf) to interact with mortals. The game's calligraphy system lets you draw symbols using the analog stick to perform various "hand of God" miracles, like chopping trees or creating a ring of protection. *Okami* may be a little too steeped in Japanese culture for Western gamers, but the whimsical storybook presentation delivers a truly original game for the PS2.

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(s05)



TRAPT

Publisher: Tecmo

In Stores: October



TRAPT



It's been over five years since Tecmo released *Deception III: Dark Delusion* for the PlayStation. Fans of the twisted and cruel trap game were convinced that the *Deception* series had come to an end. Out of the blue comes *Trapt*, continuing the series of guilty-pleasure torture games on the PS2! *Trapt* is a sinister strategy/action game where you lure your enemies into a Rube Goldberg-style chain reaction combo of gruesome traps. For example, you can throw your enemy up with a swinging blade, impale him into a spiked ceiling, have him drop down into a pit of fire and then catapult him into an iron maiden to finish him off. A map grid allows you to plan your amusement park of pain. Creative torture at its finest!



BATTLES OF PRINCE OF PERSIA

Publisher: Ubisoft

In Stores: December



This exclusive DS title takes place after *Sands of Time* and before *Warrior Within*. The Prince tries to rid himself of the Dahaka, starting a war

between Persia and India when he unleashes a terrible evil. You control both the Prince and generals who are embroiled in the conflict, giving you a chance to see the story unfold from several different perspectives. In single player mode, you collect trading cards which are then used to control armies in multiplayer battles. There are many customization options, from the cards in your deck to the type of army you recruit. You can also take any of the nine generals through the entire single player and multi-player scenarios.



BOUNTY HOUNDS

Publisher: Namco

In Stores: October

Bounty Hounds is set in the far future, when technology has advanced to the point where it's possible to terraform other planets and make them suitable for human habitation. The na-



tive alien inhabitants resist, and war breaks out. Teams of mercenaries are hired to scout planets, battle alien species and clean up the mess before they roll in the astroturf. As the leader of a ruthless band of mercenaries, you pulverize alien species using 500 different weapons of mass destruction. You can hold two different weapons and even switch weapons from one hand to another without pausing. Enemy actions dynamically adjust to conditions such as your health and strength, while randomly-generated dungeons and wireless multiplayer add to the game's replayability.



WALLACE & GROMIT: THE CURSE OF THE WERE-RABBIT

Publisher: Konami

In Stores: October

Also on XBOX Wallace and his steadfast canine companion Gromit have appeared in a number of clay-animated adventures, from a jaunt to the moon (to replenish their cheese stock) to the foiling of an evil penguin's foul schemes. In their first feature film, *The Curse of the Were-Rabbit*, the pair protect produce that's been entered in the Giant Vegetable Competition, using their Anti-Pesto company, but something is slipping past their defenses and devouring the oversized exhibits. The game is based on the plot of the movie; players control Wallace, Gromit, and a rabbit named Hutch through four large areas, making use of wacky gadgets and gizmos to solve the mystery and save the Giant Vegetable Competition from utter ruin.





www.orbitalmedia.com/juka

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GAME BOY ADVANCE SP



THE MATRIX: PATH OF NEO

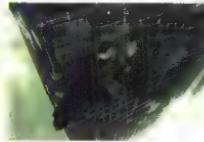
Publisher: Atari

In Stores: November

Also on



If bad acting, an "out there" premise and cool special effects are your thing, then there's a good chance you're a huge fan of *The Matrix* trilogy. There may not be any more "I know kung fu" moments coming your way on the silver screen, but that doesn't mean you have to give up on Neo and the gang. You'll be able to follow Neo's transformation from Thomas Anderson to the Chosen One as you battle Agent Smith and his horde of A.I. minions in a battle for control of the world as we know it. The game also features a "Director's Cut" with additional footage from all three films in the trilogy.



SHADOW THE HEDGEHOG

Publisher: Sega

In Stores: November

Also on



If Sonic is the Richie Cunningham of the hedgehog world, then Shadow is most definitely the Fonz. Sonic's happy-go-lucky attitude is countered by Shadow's darker, more brooding personality. So it's only natural that Shadow questions his existence and purpose in life. In *Shadow the Hedgehog*, you take control of Shadow and try to uncover the truth about your own history and motives. The game stays true to the series as a platformer, but you'll have more than just blazing speed and a spin attack at your disposal: weapons and vehicles play an important role in helping Shadow reveal his past.



FROM RUSSIA WITH LOVE

Publisher: EA

In Stores: November

Also on



From Russia With Love is the first 007 game that puts players into the original 1960s James Bond era. The gameplay loosely follows the movie; players will have to fight through movie-based missions as well as non-linear stealth, action and vehicular missions created specifically for the game. The typical Bond array of gadgets and weapons is included, with the ability to "build your own Bond" by upgrading him throughout the game with the latest and greatest in technology. Multiplayer deathmatch is also included for the hardcore Bond fans out there, and after spending some hands-on time with the game, we only have one thing to say: Jetpack, baby!



SONIC RUSH

Publisher: Sega

In Stores: November



After stomping all over the Super NES with his signature red sneakers, the world's most impatient hedgehog has undergone some anger management training and now lives in harmony with multiple Nintendo consoles. Sonic's DS debut introduces a new look to his platforming universe—the game field is elongated across both screens, featuring incredibly high jumps, gigantic loops and breakneck speed. It's a 2-D game showcasing 3-D effects, and it includes a brand-new character named Blaze the Cat. Sonic and Blaze have parallel adventures that sometimes intersect, causing chain reactions in their respective home worlds as the two try to recover the mysterious and powerful Sol Emeralds.

ULTIMATELY THE BEST



COMING SOON



INFECTED

Publisher: Majesco

In Stores: October



INFECTED

Infected is the first in a series of PSP-exclusive titles being developed by Planet Moon Studios, which most recently worked on the critically-acclaimed *Armed & Dangerous*. The game is set in New York City, where a spreading disease turns normal people into violent lunatics known as Infected. Officer Stevens is attacked, but he is not changed, thanks to an immunity in his blood. A mysterious man named Dr. Schaeffer creates a "viral gun" that fills shells with blood pulled from Stevens' arm; a single shot will kill an infected instantly. A creative multiplayer mode lets winners "infect" other PSPs with their avatars; the more people you defeat, the further your digital doppelganger will spread!



SSX ON TOUR

Publisher: EA

In Stores: November

Also on **PS2** In *SSX On Tour*, you take on the role of a lowly slope rider and try to elevate your character to superstardom by dominating the competition. One of the major gameplay changes from previous *SSX* games is the option to tackle the untamed slopes on skis instead of a snowboard. As you progress through career mode, you can either choose to participate in challenges to earn medals or tear up the mountainside and raise your status in off-track races against opponents. New Monster and Uber tricks have been added, and the control mechanism for these tricks has been somewhat simplified; you can now activate them with the right analog stick.





YOOT SAITO'S ODAMA

Publisher: Nintendo

In Stores: November



Yoot Saito and his studio, Vivarium, are known for one of the most bizarre creations on the



Odama

Dreamcast, Seaman. *Odama* isn't nearly as creepy and outlandish, but the idea of crushing ancient Japanese feudal armies with a giant pinball can only come from the mind of such an imaginative designer. The game uses the L and R buttons to control the flippers, while the Nintendo GameCube Mic is used to issue commands to your troops; they can defend, attack and carry supplies as the pinball does the demolition work. We're not sure if the Mic will be packaged with the game, but if you have *Mario Party 6* you might as well pick this one up.



3DS

GUILTY GEAR DUST STRIKERS

Publisher: Majesco

In Stores: November



Dust Strikers reunites all 21 characters from previous *Guilty Gear* games. Fights

take place in arenas that span both screens of the DS, as four characters face off at a time. Adding to the challenge are traps and varying floors that can catch you unaware during battle royales against computer-controlled characters or during Wi-Fi matches, where only the last survivor emerges victorious. There are several modes of play including Arcade, Survival and Vs. Battle; there's also a mode where you can play various mini-games (Billiards, Sword Practice and Arm-Wrestling) to unlock moves for Robo-Ky, a character who can be customized with different moves in Robo-Ky Factory mode.



PAC-MAN WORLD 3

Publisher: Namco

In Stores: November



An evil genius named Erwin has built a portal into the Spectral Realm,



where the Ghosts dwell, and it starts to bleed into the real world, causing all sorts of problems. Pac-Man comes to the rescue, exploring the Spectral Realm by using new skills like fence climbing, wall jumping, pole swinging and punching enemies right in their fat faces. He's also got special weapons like a Time Decelerator, Super Butt Bounce and a Power Ribbon. In addition, you get to control Pac-Man's old nemesis, the Ghosts Pinky and Clyde! Just in time to celebrate Pac-Man's 25th anniversary, *Pac-Man World 3* also includes a complete version of the original *Pac-Man* arcade game.



FRAME CITY KILLER

Publisher: Namco

In Stores: November



Frame City Killer lets you take on the role of Crow, an assassin hired to take down a powerful drug lord. As a firearms expert and master of hand-to-hand combat, Crow knows how to take out a target. Frame City is a sprawling metropolis with pedestrians and real-time traffic. Crow can drive all kinds of vehicles around the city. The free-



roaming gameplay allows you to scope out your target and plan your assassination carefully. You need to gather information by stalking your victim to learn his/her habits before you strike at an opportune time. *Frame City Killer* uses the *Unreal 3* game engine to produce sharp visuals and realistic physics.



Upcoming Game Release Calendar

Publishers: Please contact us with updates and/or corrections.

OCTOBER

24: The Game (2K Games) PS2
25 to Life (Eidos) PS2 XB
America's Army: Rise of a Soldier (Ubisoft) PS2 XB
Armored Core: Formula Front (Agetec) PSP
Atomic Betty (Konami) GBA
Backyard Skateboarding (Atari) GBA
Battlefield: Modern Combat (EA) PS2 XB - PSP
Blitz: The League (Midway) PS2 XB
Bratz: Rock Angelz (THQ) PS2 GBA
Brothers in Arms 2: Earned in Blood (Ubisoft) XB
Bully (Rockstar) PS2 XB
Castlevania: Dawn of Sorrow (Konami) DS
Codename: Kids Next Door (2K Games) PS2 XB - C
Cold War (Dreamcatcher) XB
The Con (Sony) PSP
Conflict: Global Terror (2K Games) PS2 XB
Cowboy Bebop (Banda) PS2
Crash Tag Team Racing (Vivendi Universal) PS2 XB - GC - DS P
Crime Life: Gang Wars (Konami) PS2 XB
Dance Dance Revolution: Mario Mix (Nintendo) GC
Devil Kings (Capcom) PS2
Disney's Chicken Little (Buena Vista) PS2 XB - GC GE
Driv3r (Atari) GBA
Doom 3: Resurrection of Evil (Activision) XB
Ed, Edd n Eddy: The Mis-Adventures (Midway) PS2 XB - GC - GE
Evergirls (THQ) GBA
EyetoY: Chat (Sony) PS2
The Fairly OddParents: Clash with the Anti-World (THQ) G
FFIA 06 (EA Sports) PS2 - XB - GC - DS - GBA PSP
Fire Emblem: Path of Radiance (Nintendo) GC
Ford vs. Chevy (2K Games) PS2
Frogger: Helmet Havoc (Konami) DS - PSP
Ghost in the Shell: Stand Alone Complex (Banda) P
Golden Nugget Casino (Majesco) DS
Grand Theft Auto: Liberty City Stories (Rockstar) PS
Gretzky NHL 2006 (Sony) PS2 PSP
Gunstar Super Heroes (Sega) GBA
Half-Life 2 (EA) XB
Hello Kitty: Happy Party Pals (Valuesoft) GBA
Jak X: Combat Racing (Sony) PS2
Jaws Unleashed (Majesco) PS2 XB
Juka and the Monophonic Menace (Orbital Media) GE
LA: Rush (Midway) PS2 XB
Legend of Heroes (Banda) PSP
LEGO Star Wars (Eidos) GC
Madagascar Penguins (Activation) GBA
Mario Tennis Advance (Nintendo) GBA
Mario Kart: Rush to the Finish (The IPE) PS2 XB - GC - DS P
Mega Man Zero 4 (Capcom) GBA
Metroid Prime: Hunters (Nintento) DS
Metroid Prime Pinball (Nintendo) DS
Moto GP (Namco) PS2
MX vs. ATV Unleashed (THO) PSP
NBA 06 (Sony) PS2 PSP
NBA 2K6 (2K Games) PS2 XB
NBA Live 2006 (EA Sports) PSP
NCAA March Madness 06 (EA Sports) PS2 XB - GC
Neopets: The Darkest Faerie (Sony) PSP
Nicktoons Untel (THQ) PS2 XB - GC GBA
The Nightmare Before Christmas: Oogie's Revenge (Buena Vista) PS2
The Nightmare Before Christmas: The Pumpkin King (Buena Vista) G
Phoenix Wright: Ace Attorney (Capcom) DS
Pokémon XD: Gale of Darkness (Nintendo) GC
Populus Cross (Agetec) PSP
Ratchet: Deadlocked (Sony) PS2
Resident Evil 4 (Capcom) PS2
Resonance (Xeoc) XB
Romancing Saga (Square Enix) PS2
Samurai Showdown V (SNK) XB
SBK: Snowboard Kids (Atus) DS
Scurge: Hive (Orbital Media) DS
Serious Sam II (2K Games) XB
Shadow of the Colossus (Sony) PS2
Shattered Union (Xbox) XB
Shining Force Neo (Sega) PS2
Shogun Warrior: Real Time Conflict (Namco) DS
The Sims 2: Nighthaile (EA) PS2 - XB - GC - DS GBA P

SOCOM 3: U.S. Navy SEALs (Sony) PS2

Soul Calibur III (Namco) PS2
SpongeBob SquarePants: Lights, Camera, Pants! (THQ) PS2 XB - GC - DS GBA
Shadow: Legacy (Vivendi Universal) DS
Stacked (Mythen Media) PS2 XB PSP
Stargate SG-1: The Animatrix (Namco) PS2 XB
Stamps the Zombie in Re却t Without a Pulse (Aspyr) XB SSX: On Tour (EA) PS2 XB GC PSP
Titan Teens (Majesco) GBA
Tony Hawk's American Wasteland (Activision) PS2 XB - GC - DS GBA
Trapt (Tecmo) PS2
Trauma Center: Under the Knife (Atus) DS
They Tasmanian Tiger 3 (Activision) PS2 XB - GC GBA
Ultimate Picture Games (Telegames) GBA
Viewtiful Joe: Double Trouble (Capcom) DS
Viewtiful Joe: Red Hot Rumble (Capcom) GCA - PSP
Virtua Tennis: World Tour (Sega) PSP
The Warriors (Rockstar) PS2 XB
Wild Arms: Alter Code (F/Aetege) PS2
Winback 2: Project Poseidon (Koei) PS2 XB
Without Warning (Capcom) PS2 XB
World Poker Tour 2KG (2K Games) PS2 XB GBA PSP
WWE Smackdown vs. RAW 2006 (THQ) PS2 - PSP
Ys: The Ark of Napishtim (Konami) PSP
X-Men Legends II: Rise of the Apocalypse (Activision) PSP
Zatch Bell! (Banda) PS2 GC GBA
Zoo Tycoon (THQ) DS
NOVEMBER
50 Cent: Bulletproof (Vivendi Universal) PS2 XB
Aeon Flux (Majesco) PS2 XB
American Chopper: Full Throttle (Activision) PS2 - XB - GC
Animal Crossing DS (Nintendo) DS
Ape Escape Academy (Sony) PSP
The Apprentice (Legacy Interactive) XB - DS PSP
ATV Quad Frenzy (Majesco) DS
Battlefield: Modern Combat (EA) 360
Battlegrounds: Midway (THQ) PS2
Beetmania (Konami) PS2
The Bible Game (Crave) PS2 GBA
Blazing Angels: Squadrons of WWII (Ubisoft) XB
A Boy and His Blob (Majesco) DS
Burnout Legends (EA) DS
Cabela's Dangerous Hunts: Kill or Be Killed (Activision) PS2 - XB - GC
Call of Duty 2 (Activision) 360
Call of Duty: Big Red One (Activision) PS2 XB - GC
Castlevania: Curse of Darkness (Konami) PS2 XB
Chibi-Robo! (Nintendo) GC
The Chronicles of Narnia (Buena Vista) PS2 XB GC DS GBA PSP
College Hoops 2K6 (2K Games) PS2 XB
Condemned: Criminal Origins (Sega) 360
Dance Dance Revolution Ultramix 3 (Konami) XB
Daxter (Sony) PSP
Dead or Alive 4 (Tekmo) 360
Donkey Kong Country 3 (Nintendo) GBA
Dragon Ball GT : Transformation 2 (Atari) GBA
Dragon Ball Z: Budokai Tenkaichi (Atari) PS2
Dragon Ball Z: Superonic Warriors 2 (Atari) DS
Dragon Quest VIII (Square Enix) PSP
Dynasty Warriors 5: Xtreme Legends (Koei) PS2
Elder Scrolls IV: Oblivion (Microsoft) 360
Electroplankton (Nintendo) DS
Fatal Frame 3 (Tecmo) PS2
F1 Grand Prix (Sony) PSP
Free Running (Eidos) PSP
Full Auto (Sega) 360
Gauntlet: Seven Sorrows (Midway) PS2 XB
Greg Hastings Tournament Pinball MAX'D (Activision) PS2 XB - GC - PSP
Guilty Gear: Dust Strikers (Majesco) DS
Guitar Hero (Red Octane) PS2
Gun (Activision) PS2 XB - GC 360
.Jack./G.U. (Banda) PS2
Harry Potter and the Goblet of Fire (EA) PS2 - XB - GC - DS GBA PSP
The History Channel: American Civil War (Activision) PS2 XB
IHRA Drag Racing: Sportsman Edition (Bethesda) PS2 XB
The Incredibles: Rise of the Underminer (THQ) PS2 XB - GC - DS GBA PSP
Infected (Majesco) PSP
It's Mr. Pants! (THQ) GBA
Jane Bond 007: From Russia With Love (EA) PS2 XB - GC PSP

Kameo: Elements of Power (Microsoft) 360

Karaoke Revolution Party (Konami) PS2 - XB - GC

Kim Possible: Kimmunicator (Buena Vista) DS

The King of Fighters '94 Re-Bout (SNK) XB

King Kong (Ubisoft) PS2 - XB - GC - 360 - DS GBA PSP

Kirby (Nintendo) GC

The Legend of Zelda: Twilight Princess (Nintendo) GC

The Lord of the Rings: Tactics (EA) PSP

Madden NFL 06 (EA Sports) 360 PSP

Magna Carta: Tear of Blood (Atmos) PS2

Mario & Luigi 2 (Nintendo) DS

Mario Kart DS (Nintendo) DS

Mario Party 7 (Nintendo) GC

The Matrix: Path of Neo (Atari) PS2 XB

Mega Man Battle Network 5: Double Team (Capcom) DS

Mega Man X Collection (Capcom) PS2 - GC

Metal Gear Acid 2 (Konami) PSP

Metal Gear Solid 3: Subsistence (Konami) PS2

Metal Slug 5 (SNK) XB

Midway Arcade Treasures: Extended Play (Midway) PSP

NBA 2K6 (2K Sports) 360

Need for Speed: Most Wanted (EA) PS2 - XB - GC - 360 - DS - GBA PSP

Neopets: Petpet Adventure (Sony) PSP

New Super Mario Bros. (Nintendo) DS

Okami (Capcom) PS2

Operation Flashpoint: Cold War Crisis (Codemasters) XB

The Outfit (THQ) 360

Paranormal World 3 (Namco) PS2 - XB - GC - PSP

Painkiller (Dreamcatcher) XB

Payout Poker and Casino (Namco) PS2 - XB - PSP

Perfect Dark Zero (Microsoft) 360

Pirates of the Caribbean: The Legend of Jack Sparrow (Bethesda) PS2

Project Gotham Racing 3 (Microsoft) 360

The Proud Family (Buena Vista) GBA

Pursuit Force (Sony) PSP

Quake 4 (Activision) 360

Rogue Trooper (Eidos) XB

Roll Call (Edios) PS2 XB

Scooby-Doo! Unleashed (THQ) DS

Screen Breaker (Nintendo) GBA

Sea World: Shamu's Big Adventure (Activation) PS2 - XB - GC - DS - GBA

Shadow the Hedgehog (Sega) PS2 - XB - GC

Shrek SuperSlam (Activation) PS2 - XB - GC - DS - GBA

Snocross 2 (Crave) PS2 XB

SOCOM: U.S. Navy SEALS Fireteam Bravo (Sony) PSP

Sonic Rush (Sega) DS

SpongeBob SquarePants: Yellow Avenger (THQ) DS - PSP

Star Wars: Battlefront II (LucasArts) PS2 - XB - PSP

Sukkoden Tactics (Konami) PS2

Super Mario Strikers (Nintendo) GC

Super Pac-Man Pinball (Namco) DS

Tenaga Mutant Ninja Turtles 3: Mutant Nightmare (Konami) PS2 - XB - GC - DS

Test Drive Unlimited (Atari) 360

Tiger Woods PGA Tour Golf 06 (EA Sports) 360

Tokobot (Tecmo) PSP

Tom Clancy's Ghost Recon 3 (Ubisoft) PS2 - XB - GC - 360

Tom Clancy's Ghost Recon: Advanced Warfighter (Ubisoft) XB - 360

Tom Hawkeye's American Wasteland (Activation) 360

Top Spin 2 (2K Games) 360 - DS - GBA

Tough Guy (Nintendo) DS

Trollz: Hair Affair (Ubisoft) GBA

True Crime: New York City (Activation) PS2 - XB - GC

Ultimate Arcade Games (Telegames) GBA

Ultimate Pocket Games (Telegames) GBA

Virtua Pool (Sega) PSP

Wing Club (Konami) PS2 - GBA

World Championship Poker 2 Featuring Howard Lederer (Crave) PS2 - XB - PSP

Yoot Saito's Odama (Nintendo) GC

Zathura (2K Games) PS2 - XB - GBA

DECEMBER

And 1 Streetball (Ubisoft) PS2 - XB

Kingdom Hearts II (Square Enix) PS2

Mortal Kombat: Deception Unchained (Midway) PSP

Prince of Persia 3: Beyond Blades (Ubisoft) PS2 - XB - GC - DS GBA PSP

Rocky Pop Fever (Sega) PSP

Sonic (Sega) PSP

Ultimate Brain Games (Gamelicious) DS

DECEMBER

And 1 Streetball (Ubisoft) PS2 - XB
Kingdom Hearts II (Square Enix) PS2
Mortal Kombat: Deception Unchained (Midway) PSP
Prince of Persia 3: Kindred Blades (Ubisoft) PS2 XB - GC DS GBA PSP
Puyo Pop Fever (Sega) PSP
Sonic (Sega) PSP
Ultimate Brain Games (TeleGames) DS



READER MAIL

TIPS & TRICKS

8484 Wilshire Blvd., Suite 900, Beverly Hills, CA 90211

MULTICONSOLE MAYHEM

When *Tips & Tricks* has a strategy guide for a game on more than one system, do you play the game on all of the systems? Like, in issue #126 you had a guide for *Medal of Honor: European Assault*. Did you play through all three versions of the game, or just one? Which version do you use to take the pictures?

—Ashif Jamal
Buffalo, NY

We very rarely have enough time to play three different versions of the same game in order to prepare our monthly strategy guides, so we usually stick to just one version—and in these cases, we always try to get the publisher's assurance that there are no significant differences between the various platforms. The one we choose depends on what's available; for example, we may get our hands on the PS2 version of a multiconsole game, but not see a reviewable copy of the Xbox or GameCube version until several weeks later.

Unfortunately, there have been occasions where we found out too late that a game had some significant differences between the various console versions. In fact, it happened with this month's *Darkwatch* strategy guide, which Pat wrote after playing the Xbox version of the game. Just as this issue was going to press, we learned that the PlayStation 2 version of *Darkwatch* has some exclusive features that don't appear in the Xbox version; namely, a special weapon (splitter grenades), a two-player split-screen cooperative story mode and an exclusive level called "War Train" that appears near the end of the game. Our sincerest apologies to any confused PS2 players out there.



BUSTIN' A CAP

Every month I try to win a *Tips & Tricks* cap from your Mystery Codes contest, and every month I walk away disappointed. Either I don't own the games

that you have codes for, or they're just too freakin' hard to figure out. Can I just buy the stupid cap and get it over with?

—Chad Wegryn
Huntsville, AL

Why, that would be cheating! We like your style, kid.

If you send a check or money order for \$18.95—payable to *Tips & Tricks*—to *Tips & Tricks Merchandising*, P.O. Box 17317, Beverly Hills, CA 90209, we'll hook you up. (Allow two to four weeks for delivery.)

REVOLUTIONARY

I was reading your August issue, and I saw that the controller for the Revolution will be compatible with the NES, SNES, N64, GameCube and Revolution. If one controller were to be used for all of this, it would be pretty annoying, because of all the buttons. I had an idea which I think is not too bad. Different types of controllers could be made for each system. For example, if you download an NES game, then you plug in an NES-style controller with a socket shaped like the Revolution controller ports. I hope you and Nintendo like my idea!

—Tim Harney
Eatontown, NJ

We do like your idea; it would be great to play the classic Nintendo games with authentic controllers for each system. However, we suspect that the GameCube controller will be used to play the classic games on the Revolution. It has enough buttons to perfectly duplicate the functions of the NES, SNES and N64 controllers, and photos of the Revolution console clearly depict four controller ports that look exactly like the ports on the GameCube.

AT BLOGGERHEADS

I like *Tips & Tricks* a lot, and I was wondering why the staff members don't have blogs on the Internet where they could tell us a little about their personal lives. I know I would read them, and I'll bet a lot of people would like to know what's going on "behind the scenes" at the *Tips & Tricks* building in Beverly Hills.

—Meghan Williams
Federal Way, WA

As much as we enjoy reading the blogs that are written by the editors of

If you send us a letter,
Earl will deliver it to us.



other video-game magazines, we can't imagine spending time blogging about our own personal interests, opinions and experiences when there's so much work to be done on the magazine itself. "If we're going to sit down and write, our time would be better spent writing something that's

gonna be printed in the magazine as opposed to something that'll be given away for free on the Internet." That's what our esteemed editor in chief always says, anyway. However, we are planning some new types of content that will give you a behind-the-scenes look at life in the *Tips & Tricks* offices; stay tuned for further details.

CORRECTION

The following statement appears in the August 2005 *Final Fantasy* World column (Vol. 24), in the interview with Kosei to: "Well, the current service charges a subscription fee of .99 cents, or a monthly one-time unlimited fee of \$9.99, for playing *Musashi* on Verizon." The statement should have been corrected to read, "Well, the current service charges: a subscription fee of \$2.99 monthly access, or \$9.99 for unlimited use purchase, for playing *Final Fantasy* VII Snowboarding and *Musashi* Mobile Samurai on Verizon." *Tips & Tricks* regrets the error.

TOKEN OF THE MONTH



Front Back

This month's token comes from Ripley's Super Fun Zone Arcade in Myrtle Beach, South Carolina. It was sent in by Bruce Springer of Sidney, Kentucky. Thanks, Bruce!

Arcade players and operators: Send us a token from your favorite arcade. If we choose it as our "Token of the Month," we'll print your name right here. Tape the token to a piece of cardboard (so it doesn't come loose in the envelope) and send it to:

Token of the Month
TIPS & TRICKS Magazine
8484 Wilshire Blvd., Suite 900
Beverly Hills, CA 90211

Gaming Gear

hardware
peripherals
accessories



Logic 3's PSP Sound System (MSRP: \$79.99) is a portable sound system, PSP charger and docking station all in one. Driven by a 2.5" 6-watt subwoofer and a pair of neodymium aluminum satellite speakers, the PSP Sound System also features an internal 3-D surround sound processor. A 3.5mm stereo line-in jack is also included in case you want to hook up other audio devices; you can also connect the PSP this way if you want to hold it and play games with the awesome, thumping Sound System audio instead of the PSP's tinny, built-in speakers.

One of the biggest complaints by left-handed gamers is that they are always forced to play games using controllers built for right-handed people. Gamester solves this problem with its latest controller, the Phoenix Revolution. The ultimate customizable pad, the Revolution lets you arrange the analog sticks, buttons and D-pad in any configuration that you like, accommodating any gamer. Simply pull the D-pad from the left side and replace it with the buttons on the right to switch it up, or switch the left and right analog sticks if you feel the need. Available now for \$24.99.



Pelican's Wireless Predator 2.4 Camo PS2 controller sports nifty urban, desert and jungle camouflage schemes and boasts zero lag time, up to 300 hours of battery life and 50 feet of wireless range. The Predator uses Pelican's Smart Play Technology, which allows the user to power up the controller simply by pressing any button, puts the controller into an automatic sleep mode if not used after three minutes and also automatically shuts off the rumble function when the battery power is low. In stores now for \$29.95.



The Pelican Wireless Blade 2.4 Camo controller for your Xbox is Microsoft-certified and features one of three specific hand-painted camouflage color schemes. Like the PS2 Wireless Predator pictured below, the Blade 2.4 Camo utilizes Pelican's new Smart Play Technology, eliminating the need for power buttons and switches to turn the controller on. The Wireless Blade 2.4 Camo controller retails for \$34.95 and is available at retailers now.



Two of the most common complaints from PSP users: It can be hard to grip, and the built-in speakers sound cheesy. The new Sound Grip from Logic 3 addresses both problems for \$34.99. It comes with two AAA batteries to power its twin Myra speaker drivers, and it even includes a carrying case and desktop stand.



If you've been approaching random strangers in public and asking them how to upload pictures, movies and audio files to your PSP—don't laugh, this actually happened to us—then you'll dig the new GameShark Media Manager kit from MadCatz (\$29.99). It comes with a USB cable and software to install on your PC; once it's hooked up, converting files for play on your PSP is a snap. You can also use it to install CheatSaves (tricked-out PSP game save files) that you've downloaded from GameShark.com.



With four speakers in each earpiece, Turtle Beach's Ear Force AXT Headphones deliver a full 360-degree sound field; there is a separate channel for the front, rear and center channels along with a built-in subwoofer for eardrum-rumbling bass. The headphones are extremely comfortable and block out almost all outside noise, creating a very intimate and dynamic gaming experience. The Ear Force AXT headphones also feature an inline volume control and a built-in microphone for Xbox Live users.



ONLINE GAMER

by Jeb Haught

Vol. 14
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Get Connected to the World of Online Console Gaming

A Tip

I PLAYED SOCOM 3 ONLINE... and Lived to Tell the Tale

Today started just like any other typical summer day in sunny California. I awoke to birds chirping, the sound of rushing traffic and a cool marine layer of clouds blowing in from the ocean. Little did I know that I would be fighting cyber-terrorists within a matter of hours—thank goodness for coffee! I was chosen to participate in a walkthrough of Sony's upcoming PlayStation 2 game *SOCOM 3: U.S. Navy SEALs*, which would turn this seemingly average day into a constant struggle for the defense of freedom.

0900 Hours

I arrived in the game lobby to meet with other game magazine and Web site representatives who were also recruited for this informative mission. Our fearless leader (I'll call him ZipperDude to protect his identity) informed us that we were about to enter a giant map called Harvester and learn the basics of the game before unleashing us against each other. He suggested that we peruse the pre-game options prior to loading the map, which was a good idea.

There I found menus for creating or joining a clan, creating friends list to see where my online buddies are playing, and also editing the much-needed "ignore" list. Upon further inspection, a menu was displayed that actually let me create up to four text-only "taunts" that I could use in-game to celebrate victories (e.g. "MMH, that's the sweet smell of your rotting corpse!"). This is a welcome addition, since only your squadmates can hear you speak while playing *SOCOM 3*. Another menu displayed a deep stat tracking system that lets you see how you stack up against others; you can also check out the leaderboard list to see the names of the best players in the world.

The pre-game lobby is also the area where you can filter games that suit your playing style. You can choose to display only those games that use certain weapons, whether they have vehicles or not (more on this later) and even the time of day. All 12 maps in the final version of the game can be played during the day or night; they can even start in the day and switch to nighttime within the same round.

A welcome addition to the *SOCOM* series is the ability to choose an initial spawn point before the game, then switch spawn points in-game instead of always starting in the same



Terrorists huddle together and soil themselves as Navy SEALs swarm their makeshift hut using the heavily armed SOC-R assault boat.



Peek-a-boo, I shot you!

area and hoofing it to the action. In the spawn menu, a large overhead view of the map is displayed with two or three different spawn points available. This can drastically affect gameplay, as cyber-soldiers won't be spawning in the same predictable (i.e. campable) area each time.

Clicking on the weapon selection menu is where you can choose between 30 different real-world weapons, several pistols and tons of explosives. The main weapons range from shotguns to sniper rifles to heavy machine guns, while items in the explosives category include grenades, rocket launchers, claymore mines, C4 and land mines. If that's not enough, up to 20 different attachments (two per gun) are available for your main weapon. This new addition allows for a wide variety of weapon combinations that never get boring. For example: One person might like the classic combination of an M16A2 assault rifle with the M203 grenade launcher and a mid-range scope, while someone else might prefer the same rifle with a laser dot and noise suppressor. In addition, sniper rifles can be outfitted with various scopes, a laser dot and even a bipod that is used to increase accuracy.

Before we started the actual game demonstration, ZipperDude informed us that two new

game modes have been included for this version of the game. While Demolition, Extraction, Suppression, Breach and Escort all return from previous iterations, Convoy and Control Point have been added as well. In Convoy mode, one side will have to use a convoy of trucks and armed vehicles to pick up vital supplies and transport them to an extraction point as the enemy tries to eliminate the convoy. Control Point forces each side to plant beacons in certain Nav points before the enemy can do the same.

0915 Hours

As the tour of duty began, our media group entered the map called Harvester and spawned in the same area for basic



What was it my CO said to do when facing an enemy tank all by myself? Oh yeah, run away! I mean...err, "strategically reposition."

instructions. Immediately, everyone started shooting in different directions like the noobs we are. It's a good thing that plants cannot scream, because we ripped plenty of them to shreds. Take that, you terrorist lilacs!

After the gunfire settled down, we hopped into some of the vehicles that were parked in front of us. There was an old truck with a mounted machine gun on the back that could swivel around in a complete 360° arc and transport five soldiers including the gunner and driver. In addition, a heavily armed Humvee was available that also sat five people. Four of them could shoot attached heavy machine guns, leaving the driver with the only option of creating roadkill for points. This Humvee is a formidable mobile weapon; it has a 360° swiveling machine gun on top, two guns on the right side and one on the left. Although there were none on this map, tanks and armored vehicles are planned for certain maps in the final version of the game.

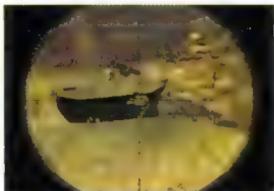
We drove around for a while blasting everything in sight until we came to the SOC-R Assault Boat. Tears of joy welled up in my eyes as I saw a small boat with one heavy machine gun on each side and a grenade launcher on the back. As we all raced to see who could get in first (there were 10 of us and the boat only seats six), I was lucky enough to enter and quickly switch to the grenade launcher. Our "skipper" drove around the water portions of the map as we laid waste to everything visible. But to be honest, I was getting tired of shooting inanimate objects. It was time to kill some virtual terrorists!

0945 HOURS

ZipperDude officially ended the walkthrough, but invited us to stay and fight each other to our heart's content. Little did he know that I am heartless when it comes to online gaming...heh heh.

I stayed on the SEAL team while some of the other journalists joined the terrorist side and we fired up a game of Control Point. I chose a sniper rifle with the long-range scope and a bipod attachment and went off to snipe the enemy. It was then that I realized that fellow soldiers don't appear on the mini-map. How the heck am I supposed to find them now? It also doesn't help that you cannot make a full version of the map appear onscreen while playing. Memorizing a map this large will take some time.

Fortunately, I saw a teammate in the distance and decided to follow him on foot. He quickly encountered the enemy...and I then realized that both of their in-game names were the same color. The only way to tell friend from



Hello, Mr. Terrorist. Allow me to introduce you to Mr. Sniper Bullet.



foe is by the color of their uniform. This game quickly became very challenging as I was repeatedly killed by enemies that I couldn't even see. I decided to change my tactics and camped beside a tree, finally racking up some kills of my own.

During the camp session, I scanned the area with my scope and was amazed at the increased view distance and massive size of the level. Harvester was at least four to six times larger than any previous SOCOM map. Although this map is set in the countryside, I could make out several small buildings in different locales, as well as a giant windmill on top of a hill. Unfortunately, the graphics in some areas would flicker, showing the limitations of the PS2 hardware. Additionally, some enemies were extremely hard to see because they seemed to blend into the surroundings. In the distance was a huge body of water created for the new swimming ability and use of the assault boat. Skillful swimmers will quickly realize that they can submerge themselves for brief periods of time and pop up with guns blazing to surprise the enemy!

Tired of camping, I rushed to plant a beacon at a nearby Nav point and saw a terrorist in the distance. I then followed him to the aforementioned windmill and cautiously approached the Nav point inside. He was nowhere to be seen, so I entered the windmill and saw him lying prone inside the area that I was supposed to control.

After the split-second it takes to identify him as the enemy and vice versa, I quickly pulled the trigger and smoked him with one devastating round from my trusty sniper rifle.

Other highlights of my SOCOM 3 experience included destroying vehicles with a rocket launcher (the explosions are quite impressive), changing fire modes on assault rifles to increase accuracy for long-distance kills, shooting terrorists through the windshields of their vehicles and rushing enemy posts with fellow teammates.

1200 HOURS

With our online session winding down—I guess some people have jobs or whatever—I disconnected from the server and was completely satisfied with my defense of the good old U.S. of A. If I had this much fun with only one gameplay mode on one map, I can only imagine how much time I'll be wasting when I finally get to play the full version.

SOCOM 3: U.S. Navy SEALs supports up to 32 players online and will include a full single-player campaign that takes place in Morocco, Poland and South Asia. New additions include a

Team Command Action button that is context sensitive. This allows you to issue various orders to your A.I. teammates with the same button. The game is expected to launch on October 11.



Terrorists have the advantage as a T-72 tank rolls menacingly toward a Bradley armored vehicle.



Mobile
Games
and
Cellular
Entertainment

gaming 2 go

by Andy Eddy

So you've got a few minutes to kill, but you're nowhere near a console or handheld game system. If you've got a wireless phone, you might have a 13 way out of that predicament....

EA EA OH!

As noted in the July issue, Electronic Arts has committed to mobile games—and *Gaming 2 Go* has gotten its hands on the first wave of titles for a test drive.

You'd think it'd be tough for EA to cram *Madden NFL 06* onto a small handheld, but the gameplay—even with 11-on-11 action—is quite clean and easy to control. The animation is smooth, and the rotating camera enables you to see the play develop from various angles. Of course, you get all the teams and players of the NFL—and what would a *Madden* video game be without commentary from Al Michaels and John Madden? *Madden NFL 06* launched in early August.



Golf fans will soon get a mobile version of their favorite sport with *Tiger Woods PGA Tour 06*. Like the 06 console game, the swing mechanic has been changed from the "three click" format to one in which the D-pad enables you to customize the swing directly. The game offers you licensed golfers—including Tiger, Vijay Singh and Jack

Nicklaus—who whom you can use to compete challenges and tournaments, which take you to a final confrontation against Super Tiger. Critical shots are accompanied by a vibration that signifies your increased heartbeat. *Tiger 06* is set for an October release.



Soccer's worldwide popularity means that EA is bringing *FIFA 06* to mobile handsets also. The franchise has always been built on providing lots of league teams, and the mobile game is no different: You get such leagues as English Premier, Spain and Mexico with 20 to 32 teams in each league, as well as 32 top national teams. Full-featured gameplay comes in the form of tournaments, season and other modes. EA has planned to ship *FIFA 06* in October.



The *Need for Speed* series will also be represented with a mobile version of *Need for Speed: Underground 2*. The game offers streaming video, high-end graphics, special moves (such as nitro boosting and powersliding), a variety of gameplay modes (including Sprint races and Lap Knockouts), customizable vehicles and even detailed damage models. The key feature, though, is a city that boasts nonlinear action and which can be freely traveled at your leisure. *NFSU2* started as an exclusive release for Verizon Wireless' Get It Now subscribers in August.

And even the Sims will go portable with the aptly named *The Sims 2 Mobile*. The title enables you to create your own Sim or



import one from *The Sims 2* on PC, then meet other Sims to complete your Sim's "aspirations" such as romance, wealth or popularity. You can also acquire items from vendors or trade them with other players, which will enable you to build up the holdings on your property lot. EA will also offer Sims-related ringtones, wallpaper and other enhancements that you can use to upgrade your handset. EA would only say that *The Sims 2 Mobile* was targeted for a fall release date.

Three games from EA's Pogo.com "casual games" site have also been turned into handheld games, with little difference from their PC counterparts.

Tri-Peaks Solitaire perfectly recreates the card-sequence puzzler; balloon-popper *Poppit*, one of Pogo's most popular games, is scaled down, but feels the same as its bigger brother; and *Turbo 21*, a blackjack-against-a-timer contest, gives you a bit more time in its handheld form, but offers the same challenge.

Tying these games into Pogo's online gameplay, you can get jackpot spins and score tokens by playing the mobile versions, which are added to your main account. Also, Club Pogo subscribers have the opportunity to win special mobile badges, which are given for particular gameplay accomplishments.

At present, the games are only available to Verizon Wireless subscribers, but other carriers will be added in the near future. And EA plans to release mobile takes on other Pogo games, with *Harvest Mania* and *Word Whomp* scheduled for December.

THE EIGHTH WONDER OF THE WORLD

Though there's still some time until the new *King Kong* movie—directed by *Lord of the Rings'* visionary Peter Jackson—comes out this December, Gameloft has given us a taste of what its mobile action game—and the giant ape—will look like.



NFL FOOTBALL 2006

THQ Wireless is again dishing out an NFL-licensed football game this fall, called, not surprisingly, *NFL Football 2006*. The game features authentic 11-on-11 gameplay—but before you scoff that it'll surely make the small screen too crowded and slow the action down, I'm here to tell you that it doesn't. It runs smoothly and is a good rendition of Sunday combat.



The title has all the teams and players (thankfully the NFL Players Inc. license) that'll be going at it this year. It offers a ton of plays on offense and defense, but also provides simple control so you can easily play with one hand. Added to the game play this year are spins and fakes to help spring the ball-carrier for a long run. There's even a replay mode for checking out special accomplishments. And all actions and events are accompanied by great sound effects.



The Season mode runs you through a 16-game season, and info is saved from one game to the next. If you're pressed for time, you can have the game instantaneously simulate the results of any matchup on your schedule. It also features tracking of key stats across the season, and the opportunity to get your players into the post-season Pro Bowl. Finally, roster updates will be downloadable throughout the season to keep the teams as they are in the real NFL.

LOONEY TUNES: CANNONBALL FOLLIES

If you've played the vintage computer game *Artillery Duel* or its more familiar descendant *Scorched Earth*, you know how to aim a cannon at a target by carefully adjusting the cannon's angle and power. Warner Bros. Online gives this time-honored gameplay mechanic a



new twist in *Looney Tunes: Cannonball Follies*. Instead of trying to blast an enemy, this leisurely-paced mobile game finds Yosemite Sam adrift in a rowboat, attempting to shoot cannonballs into a series of hovering targets. Each target has a "par" score, and Sam has a limited number of cannonballs with special abilities that can make it easier to make certain shots. Many of the stages have Rube Goldberg set-ups where the ball can travel through pipes, bounce off obstacles or activate switches to modify the playfield as it travels across the screen. The game should be available for J2ME-compatible phones (including the N-Gage and N-Gage QD) by the time you read this.



CHIPS, CHOPS AND MORE FROM JAMDAT

What could be more fun than a quick game of miniature golf? Jamdat answers that its *Mini Golf* mobile game is better. Indeed, it's easy to play and tough to master, with 18 holes of varying difficulty—slopes, hazards and angles all included—and you can play by yourself or compete with another player by passing your handset along. The graphics are clean and it's fun, but if there's a fault to the game, it's that it's simply not enough to keep you interested for a long time. Granted, there's replay value as you try to get a lower score and find all the shortcuts, but it isn't likely to hold your attention for more than a few playthroughs. *Mini Golf* is available now.



Samurai dishes out an old-school martial-arts scroller. You guide Toshira Yamada, the game's protagonist, on his quest to retrieve the Sunset Blade. The legendary sword has been stolen by the evil Lord Oshi, and it's up to Yamada, the weapon's guardian, to cut through six levels of henchmen to get the precious sword back. There are a number of moves you can make, from jump attacks to dagger throws, to get past the oncoming foes, and each level ends with a challenging boss battle. It's a tough fight, but there are plenty of health power-ups available during combat to charge back up. *Samurai* has been released and can be downloaded now.

The mobile-game publisher has also partnered with Sony Computer Entertainment America for a similar worldwide multiyear deal to bring the popular *SOCOM: U.S. Navy SEALs* franchise to the wireless world. No details were provided on what the game (or games) will be, nor when it might hit the market.

Finally, Jamdat announced that its *Tetris* game has been awarded "double platinum" kudos from Sprint. With a nod to the music industry, that means it's had over two million downloads to Sprint PCS Vision customers—the only game to receive that honor from Sprint.



MOBILE GAMING NEWS

• **Gizmondo Delayed**—For those interested in the Gizmondo handheld featured in our last two issues, Tiger Telematics has pushed its U.S. release date from the planned August 11 to some time in October. Tiger stated that "a much-anticipated satellite navigation package utilizing the unique GPS functionality" and "an as yet unannounced, highly significant game title for the North American market" have been subjected to short delays. It also said that talks with retailers indicated that a fall release would be better, since it'll have a larger game catalog and a larger hardware inventory by then. The change of dates is not all that surprising, as the company has had a hard time meeting its previously announced release dates for other regions, but Tiger claims that it'll have 500,000 units available for the U.S. market, as well as plans for "Gizmondo owned retail sites."

• **Fox's 24 On the Go**—i-play has announced plans for a mobile version of the Fox TV show *24*. With the intention of matching the TV series' time-driven tension, the unique game will start a timer when the player begins, and i-play says that "players of the game will receive instructions, messages and intriguing content delivered directly to their mobile devices." The publisher expects to have the game out in the first quarter of 2006, in time for Fox to launch the new episodes, and the game will be accompanied by 24 ringtones and wallpaper, which are part of the licensing agreement between i-play and Fox.





Greetings, sports fans... and welcome to the *Tips & Tricks* sports section. In this monthly column, we'll be bringing you all of the freshest dirt on your favorite sports video games. We'll also show you the newest sports-related game goodies and comment on the latest happenings from right here behind the...

TIPS & TRICKS SPORTS DESK

by
Josh Engel

VOL.
60

NCAA Football 06: Race to the Heisman

When I was growing up, my gauge for measuring something important in the sports world was my dad, a non-sports fan. If he knew what I was talking about when it came to sports, I knew it must be a big deal. And, much like my dad, pretty much every non-sports fan knows what the Heisman Trophy is: the award given each year to the top college football player in the nation. While many of us have fantasized about winning the coveted award at one time or another, the reality is that we all have a better chance of winning the lottery than landing the Heisman. Well, that was true before this year. With *NCAA Football 06*, EA Sports has brought us "Race for the Heisman." Now, instead of just dreaming about it, you can actually win the hardware. Create your own player, impress the coaches in Summer Camp Drills and earn a scholarship based on your performance. Then all you've got to do is go out and dominate, and you'll be striking the familiar pose sometime in the next four years!

There's no better place to document my very own "Race to the Heisman" than right here at the *Tips & Tricks* Sports Desk. After taking some dry runs at several positions, I finally settled on quarterback. For several reasons: The QB is involved in every play from scrimmage for the offense, he has an immediate impact on how well his team does, and most importantly, QBs have won the Heisman for the past five years.

A (Future) Legend Is Born...or in This Case, Created



I decided to create a player who was born to play quarterback, and what better way to do that than to make him the son of a former NFL great? Warrick Moon's dad, Warren, has to be considered one of the greatest QBs of all time—and not just in the NFL. The elder Moon was the Rose Bowl

MVP in 1978 (while playing for the University of Washington), and won the Grey Cup (the CFL's equivalent of the Super Bowl) five times in his six-year CFL career. And he didn't miss a beat in the NFL, throwing for over 49,000 yards and nearly 300 touchdowns in 17 seasons. So it was only natural that Warrick play QB.

Warrick's first step was to try to earn a scholarship. Following in Warren's footsteps, I decided to make him a Pocket QB, which was a wise choice. By scoring more than 3,000 points in Summer Camp, he received offers from three of the top programs in the country. After mulling over offers from #3 Iowa, #5 Florida State and #13 Florida, he decided that he wanted to be a Seminole. After enrolling at Florida State, it was time to create Warrick's physical makeup. I stuck with the default settings (6'2", 220 lbs), as they closely resembled his dad's vitals (6'3", 224 lbs).

The Breakdown

Here's how Warrick looks from a ratings standpoint (I just listed relevant ratings):

Tendency	Pocket Passer
Overall Rating	82
Awareness	62
Throw Power	92
Throw Accuracy	91
Stamina	80
Injury	80

Parameters



I set several parameters for how and when I would play. For Warrick's freshman year, I decided I would only play offense (seeing as the Florida State defense wouldn't have any effect on his play as quarterback) and only in games against ranked opponents, since those are the games that

truly measure a player's talent—and those are the games to which the Heisman voters pay special attention. In between games, I decided to run the "Playbook Practice" drills five times to simulate

five days of practice every week.

Freshman Year

The Florida State Seminoles got off to a good start with a hard-fought 17-10 win over in-state rival—and #1-ranked—Miami. Moon's college debut wasn't spectacular, as he went 12-26 for 246 yards, one touchdown and two interceptions. In their second game, the 'Noles hardly broke a sweat in subduing The Citadel, 63-7. Moon again had an OK day (although against a doormat like The Citadel it should have been even better): 11-25, 183 yards, three TDs, one INT.

It was at this point I realized that if Warrick Moon was going to be a Heisman contender, he'd have to improve his accuracy. So instead of going for touchdowns on every throw, I started concentrating on moving the ball downfield with short-to-medium-range passes. I also started mixing in the run quite a bit, as HB #3 could eat up yards with the best of them. And this was when Warrick really started dominating. In Florida State's next game against 11th-ranked Boston College, Moon went off: 15-26, 374 yards, four TDs, one INT. He also won the ACC Player of the Week Award. This was the kind of performance Warrick would need week in and week out if he was going to compete for the most coveted trophy in college football. After a 3-0 start and the dominating performance against the #11 team in the nation, the Seminoles moved up in the polls to the #3 spot. Again, this is a great way to get your Heisman hopeful a lot of exposure.

After a relatively easy 30-7 win over Syracuse (17-26, 292 yards, four TDs), Florida State was stunned by lowly Wake Forest, a team which came into the game with a 1-4 record. The 34-27 loss was devastating, as it dropped FSU to #16 in the national rankings.



A shot at redemption came against #23 Virginia. It was a great back-and-forth game, but in the end, Virginia's running game was too much, stomping all over the FSU defense for over 200 yards in a 24-21 win for the Cavaliers. With their second loss in a row, the Seminoles plummeted

to the #22 spot with a 4-2 record.

The 'Noles were able to pull it together, as they rattled off five consecutive wins in the ACC to run their record to 9-2 and a #4 national ranking to close out the regular season. In those five wins, Warrick really came into his own, throwing for 1,365 yards, 16 TDs and only three INTs.



Florida State had a chance to avenge their earlier loss when they met Virginia in the ACC Championship game. It was another tight battle, but in the end the Cavaliers scored a touchdown with 18 seconds to play and pulled out a 28-24 victory. Moon finished the game 9-20, with 278 yards and two TDs. But the Seminoles weren't done yet, as they were invited to play Ole Miss in the Chick-fil-A Peach Bowl. With a 17-13 win in that game, Florida State was able to finish its season on a high note. Moon had another stellar game, going 25-34 for 342 yards, two TDs and one INT. Warrick was named a semifinalist for the Best QB Award, meaning he was in the top 12 in the nation. Not quite the Heisman Trophy, but a pretty good accomplishment for a freshman. In addition, he was named a member of the First Team, All-ACC. As a team, the Seminoles finished ranked #8 in the nation with a 10-3 overall record.



Warrick Moon's 2005 statistics:
204-328 (62%), 3,558 yards, 37 TDs, 10 INTs

Heisman Trophy winner Matt Leinert's stats:
248-308 (81%), 3,901 yards, 49 TDs, 2 INTs

Sophomore Season Preview

Going into his sophomore season, the Heisman hype meter is full. Warrick was named an Impact Player and is among the top five players listed in the Heisman Watch—one of only two QBs and the only sophomore on the list. Florida State is ranked #7 in the preseason poll, and Warrick will look to improve that as he continues the Race for the Heisman. I'll bring you his sophomore season wrap-up next month.

ESPN Baseball 2K5 World Series Predictions

With the World Series just around the corner, we felt now was the right time to make our own prediction as to who will emerge as the 2005 World Series Champion. Will the Red Sox repeat and bury the curse even deeper? Or will the Cardinals avenge last year's sweep and come out on top? Maybe the White Sox really are the real deal this season and will bring the championship to Chi-town.

Of course, we're not relying on knowledge or in-depth analysis to make our World Series prediction. We're counting on *ESPN Baseball 2K5* to give us a winner. Since we're still nearly two months away from the end of the season as this issue goes to press, it's really impossible to predict who will actually make it to the playoffs, let alone the World Series. So we're assuming that the current division and wild card leaders (as of early August) will emerge as this year's playoff contenders. We updated the rosters as thoroughly as possible, then simulated every game on the Xbox. Here's the breakdown:

NL Division Series

St. Louis (Central) vs. San Diego (West)

The Padres pushed the Cardinals to the brink, but in the end it was too much Albert Pujols, who hit .400 with three homers and six RBIs, as St. Louis won the series, 3 games to 2.

Atlanta (East) vs. Houston (Wildcard)

It was déjà vu all over again in the other Division Series, as the Houston Astros took on the Atlanta Braves for the second consecutive year. But the Braves avenged last year's defeat with a 3 games to 1 victory. Rafael Furcal led the charge for the Braves, hitting .353 with two home runs and six RBIs.

NL Championship Series

Atlanta vs. St. Louis

The Cardinals were looking to make it two World Series appearances in a row, but the Braves had other ideas. Marcus Giles hit .348 with two homers and seven RBIs to lead the Braves back to the Series for the first time since 1999 with a 4-1 series win.



AL Division Series

Anaheim (West) vs. Boston (East)

Another first-round rematch from a year ago, but this one saw the same result. This time around, the Angels did manage to win a game, but the Red Sox took the series, 3 games to 1. Boston catcher Jason Varitek was the star, batting .437 with two homers in the series.

Chicago (Central) vs. Oakland (Wildcard)

The Oakland A's came into the playoffs as the hottest team in the league, but history wasn't on their side. Somebody forgot to tell the A's, though, as they won their first playoff series in 15 years with a 3 games to 1 win over the White Sox. Eric Chavez was the spark plug, hitting .429 with a HR and four RBIs.

World Series

Atlanta vs. Boston

After the Red Sox and Braves split the first two games, it looked like this might be an interesting series. And it was interesting, as the Braves made a valiant effort to stop one of the best teams in baseball. When the dust settled, though, the Red Sox had won the series 4 games to 1, securing their second consecutive World Series title and burying the Curse even deeper in the annals of baseball history. Manny Ramirez started out slowly, but ended up hitting .364 with four doubles, one HR and two RBIs to take home World Series MVP honors. With his MVP Award in last year's Series, the Ramirez of the video-game world joined Bob Gibson, Sandy Koufax and Reggie Jackson as the only players to win two World Series MVP Awards.





Japan Report!

by Anatole Brown

Vol.
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VIDEO-GAME T-shirts

In order to buck the trend of otaku-influenced, anime-styled video-game T-shirts, several video-game companies in Japan are trying to create more stylized, designer-flavored clothing to appeal to older, more fashion-conscious gamers.

Sony unleashed the second round in its PlayStation T-Shirts Gallery series (see *Japan Report*, August 2005), featuring both old and new titles like *Dig Dug*, *Bubble Bobble*, *Ridge Racer* and *Wipeout Pure*. Each T-shirt costs 2,900 yen (about \$26). Sony also released a couple of designer shirts in its high-end PS Picogram series (see *Japan Report*, May 2005) that use the circle, square, triangle and X buttons of the PlayStation as a motif. These are a little more pricey at 7,140 yen (about \$64) each,



since they are part of the Porter brand (a fashionable Japanese clothing company).

Sega created a special, limited-edition Sonic the Hedgehog shirt to commemorate the release of *Sonic Gems Collection* for the PS2 and GameCube. Only 399 of these shirts are available on a "first come, first served" basis for those who pre-order the game from Sega. The shirt features the in-game sprite of Sonic in his drowning animation from *Sonic the Hedgehog 2* for the Genesis. Specifically, the drowning animation is from the Chemical Plant stage and the T-shirt even tells you the level: "Zone 2 Act 2", plus the loading screen colors are shown as a pattern on the bottom of the shirt. The production staff for *Sonic Gems Collection* at Sega designed the shirt with the idea that the "death animation" of Sonic spurs players to keep plugging away at the game.

Finally, Namco, in conjunction with the popular urban street brand Playford VS, designed a *Tekken 5* shirt featuring the masked wrestler, King. The shirt was designed for the "tournament-level" *Tekken* player and can be found at Beams T-re-tailers across Japan for 5,775 yen (about \$52). Beams T is

known for designing casual wear for various fighting disciplines and martial arts. Wear your favorite game with pride and a sense of style!



WE ♥ KATAMARI MUSIC!

Sure, the graphics and gameplay of *We Love Katamari* are quirky, fun and unique, but it's always the maniacally happy music that gets burned into your psyche long after you shut down a *Katamari* game. From Columbia Music Entertainment Japan comes the *Minna Daisuki Katamari Damacy* original soundtrack, *Katamari Wa Tamashi* ("Cluster is Spirit"). The CD features 17 songs from 11 different popular Japanese artists including Kahimi Karie, Illeme, Dokaka, Maki Nomiya (formerly of Pizzicato Five) and more. Japanese fans of the *Katamari* series have labeled the eclectic, alternative pop sounds of *Katamari* as "Suteki Songs," "Suteki," which means "beautiful," was used by a critic to describe the soft solo voice singing the now famous "Na na na na" phrase from the first game, *Katamari Damacy*. Ever since then, the "Suteki" label stuck and is used to describe all *Katamari* music! *Katamari Wa Tamashi* is available at most Japanese music retailers for 2,800 yen (about \$25).

Ceramic White PSP

Sony recently released the Ceramic White PSP in Japan, the first color variation of its sleek handheld. The Ceramic PSP is sold as a Value



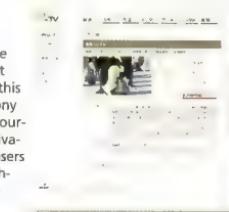
Pack [PSP-1000 KCW] for 24,800 yen (about \$222). The included contents are the same as the regular black PSP Value Pack, except the soft pouch case is white to match the white PSP. The Ceramic White PSP will already have the Version 2.0 upgrade right out of the box, so you can have Internet access right away. Sony has yet to make any announcements about color variations for the PSP in North America. Judging from the lack of colors for the PlayStation and the PS2 in the U.S., it seems very unlikely that we will see anything other than the original black,

but hopefully there are different plans for the PSP. Either way, the Ceramic White PSP is going to be a hot import item!

P-TV FOR PSP

Portable TV, or P-TV, is Sony's new site for downloading video entertainment for your PSP. P-TV is part of So-Net, Sony's Internet broadband service, and can only be accessed by people with a So-Net account. The videos—which are already pre-formatted for the PSP—can be downloaded onto your PC, then transferred onto your PSP's Memory Stick Duo. Unfortunately, there is no way to download movies directly to your PSP in Infrastructure mode. All

kinds of videos are available on the site, including feature movies, TV dramas, anime episodes, news, cooking shows, lifestyle shows, sports, movie trailers, music videos and more. The trailer for *March of the Penguins* was the most popular download as this issue went to press. Sony hopes that P-TV will flourish into the video equivalent of iTunes where users can spend hours searching for new entertainment for their PSP.



download game music

Taking its cue from popular music download sites like iTunes, Japan's most respected video-game magazine *Famitsu* has launched Game Music Download. Powered by the Listen Music Store, the site can be found at



www.listen.co.jp/game/. Each song costs 105 yen (about a dollar) to download and comes in Windows Media DRM 9 format. The song can then be burned onto a CD-ROM or put in a portable music player. So far we see mostly old Capcom and Sega game soundtracks on the site like the *Mega Man X* series, *Street Fighter II*, *NIGHTS*, *Virtual On*, *Hang-On*, etc. The current top downloads are *OutRun*, *After Burner II* and *Galaxy Force*. *Famitsu* hopes to add more classic game music from several video-game companies in the near future.

SEAMAN CAKE

Taiyaki is a traditional Japanese waffle-like cake filled with sweet

red beans and molded into the shape of a carp. You can usually find them freshly baked at seasonal festivals throughout Japan. The staff at Vivarium—the twisted developer of the creepy Dreamcast game, *Seaman*—bakes its own

version of the fish-shaped cake every year at the Azabujuban Summer Festival in Tokyo. Their Seaman-taiyaki looks very similar to the traditional taiyaki in every way, except it has a human face! Vivarium even created its own

cast iron mold of Seaman which it has been using every year at the festival. So if you're ever in Japan in mid-August, enjoy the summer festivities and try a Seaman cake!



KOBUN PSP CASE

Lucky PSP owners who preordered *Rockman Dash* (*Mega Man Legends* in the U.S.) for the PSP received this awesome blue Kobun (Servobot) soft PSP case. There are 40 different variations of the soft PSP case each with a different Kobun numbered from 1 to 40. When

you get the case, the embroidered Kobun image is hidden so you won't know which Kobun you got until you open it. Unfortunately, the pre-order campaign is over and you can only find these cases on auction sites.



WINNING ELEVEN TOURNAMENT

The ultimate tournament-level sports game in the U.S. is none other than EA's *Madden* series, but in soccer-crazed Japan, Konami's *Winning Eleven* series is king. Konami recently held its second annual "WE (Winning Eleven) Japan Grand Prix Tournament" across ten different cities in Japan including Tokyo, Osaka, Nagoya, Hiroshima and Fukuoka. Contestants challenged each other in *Winning Eleven 8: LiveWare Revolution* to see if they can earn a spot on the final 18 roster for the championship tournament at the Japan Soccer Museum. Some players were also culled from online matches and Internet rankings. "Matsura Volunteer" was



crowned the winner after more than 5,600 people entered the tournament. Matsura beat "Shade" 2-1 in the final match, with both players picking Brazil as their team of choice. Shade was the top-ranked online player for *Winning Eleven 8* and has beaten Matsura online before, but couldn't handle the pressure of playing the game on stage in front of an audience.

"I'm glad I was able to get my revenge!"

said Matsura. Matsura is scheduled to play "Chappy," the winner of last year's tournament, sometime in October. With *Winning Eleven 9* in stores in Japan, you can be sure that thousands of Japanese players are busy brushing up on their "WEle" skills for next year!



WINNER!

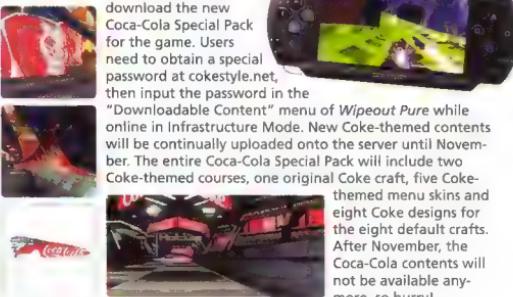
biohazard dvd book

Capcom recently released a 48-page, full-color book called *Biohazard DVD Book: The Catalyst*. Created for die-hard *Biohazard* (*Resident Evil*) fans everywhere, the art book features high-resolution artwork and character models from *Biohazard 0*, *1*, *2*, *3* and *Code Veronica*. The included DVD is a collection of cutscenes, promotional movies and documentaries that take you deeper into the *Biohazard* universe. Unfortunately, *Biohazard 4* (*Resident Evil 4*) is not mentioned in the book. *Biohazard DVD Book: The Catalyst* is available for 3,500 yen (\$32) at most Japanese book stores.

WIPEOUT PURE + COKE

If you own the Japanese version of *Wipeout Pure* for the PSP, you can download the new Coca-Cola Special Pack for the game.

Users need to obtain a special password at cokestyle.net, then input the password in the "Downloadable Content" menu of *Wipeout Pure* while online in Infrastructure Mode. New Coke-themed contents will be continually uploaded onto the server until November. The entire Coca-Cola Special Pack will include two Coke-themed courses, one original Coke craft, five Coke-themed menu skins and eight Coke designs for the eight default crafts. After November, the Coca-Cola contents will not be available anymore, so hurry!



FINAL FANTASY WORLD

VOL.
26

by Charlotte Chen

If you've ever stayed up all night—even though you had an exam to study for, a 50-page term paper to write, a starving goldfish with one fin in the sky and a hundred sundry other responsibilities (like eating or bathing) that you shirked—because you were mesmerized by the glory of a *Final Fantasy* game, this monthly column is for you!



SQUARE ENIX™ PARTY 2005

Here comes the Judge...eventually. From July 30 to 31, throngs of press representatives, Japanese gamers and more Slimes than you can count lined up for hours to crowd into the Makuhari Messe convention center just outside Tokyo to get hands-on time with Square Enix's upcoming titles. Here's a recap of the activities....



The line was literally out the door!

1. FINAL FANTASY XII Update

(Note: Names of characters and places in *Final Fantasy XII* may change from the game's final version. Most of these are estimations based on translations of the Japanese text.)

The belle of the ball, *Final Fantasy XII*, dominated the floor space with around 150 kiosks containing a playable 20-minute demo showing two different stages. The demos opened up at 10:00 AM on the first day.



Here's a view of the floor after the rabid fans descended.

In addition, a new trailer for *Final Fantasy XII* was shown to the attendees, and the new Japanese release date was revealed to be March 16, 2006. Yes, you read that right. This means that U.S. gamers are in for an even longer wait.

The demo showed two different stages: Faun Coast and the Miriam Ruins. In the Faun Coast, you controlled Vaan, Penelo and Basch, with battle settings on "wait" mode. In the Miriam Ruins, you controlled Ashe, Fran and Balfleur, with battle settings on "active" mode. *Final Fantasy XII* is designed to be accessible to newbie RPG players as well as old-time fans. For example, most gamers realize that casting a cold spell on a cold-based monster will heat it. A newbie gamer might have trouble, so the enemy strengths and weaknesses are shown on the screen. The targeting system is color coded so you can see which enemy each character is attack-

ing, and vice-versa. And although you can cast healing spells to recover HP, you also recuperate naturally while walking around and fighting, although the healing process is slower. When you're near an item, an exclamation point will appear.

Even though *Final Fantasy XII* is an off-line title, in many ways it is quite similar to *Final Fantasy XI*. For example, the battle engine is seamlessly integrated into the rest of the game, meaning there's no "whooshing" sound effect or swirl graphics when you're drawn into combat. Using the right analog stick, it's possible to switch your perspective to those of the different characters in your party.

In each area, there's a hierarchy of monsters like in *Final Fantasy XI*: A lot of little creatures dot the landscape at first, then the giant boss monster appears and the little creatures vanish. Escaping can be done manually (just evade the enemy by using the joystick), but you can also press the R2 button to escape. If you don't press R2, then only the leader will escape, since you don't control the other characters' movement. Even if the leader is trying to evade, a computer-controlled character might attack the enemy you're trying to evade. Also, the animation of the charac-

ters (battle poses, etc.) is quite similar to that of *Final Fantasy XI*. In fact, you'll even see *Final Fantasy XI*'s unofficial mascots, the Mandragoras, appearing as enemies in the game.

Overlooking the proceedings was the disembodied, helmeted head of one of the ominous Judges from the game.



There are several types of magic: Black (attack), White (healing), Space/Time (slow, stop, etc.) and Green (protect, shell, etc.). Vaan and Ashe are the only characters who are able to use the Summon command. Summoning is much more of a last-ditch effort than in previous *Final Fantasy* titles, because the command can only be used when the MP meter is completely full—and it uses up the entire meter when cast. When the Summon appears, all the other party members vanish. The Summon has very high HP and automatically attacks for a limited amount of time. You don't just dismiss it at will or wait for its HP to run out; when the time limit is up, it will disappear.



Vaan's Summon is Hashmal*, a scissor-like creature who uses the special attack "Wrath of Earth."



Ashe's Summon is called Belias* and uses the special attack "Pain Flare."

* Official English names.

2. FINAL FANTASY XII Theme Song

During a stage event on the afternoon of the first day, Square Enix also revealed the *Final Fantasy XII* theme song, "Kiss Me Good-Bye," which was composed by Nobuo Uematsu and sung by Angela Aki. Ms. Aki is an indie recording artist in Japan who will release her debut single, "Home," on September 14. She performed the song for the audience, playing the piano and singing at the same time. However, the final mix of the theme song includes other instruments, such as a full string section, drums, bass, guitars, etc. Even though Mr. Uematsu composed the theme song, the main composer for *Final Fantasy XII* is Hitoshi Sakimoto.



Angela Aki

3. Another Good-Bye

Yasumi Matsuno is stepping down as the executive producer of *Final Fantasy XII* due to health complications arising from a long illness. Although his name might not be familiar to some of you, the games he worked on in the past certainly should. *Vagrant Story*, *Final Fantasy Tactics* and *Final Fantasy Tactics Advance* were all games he created. He will still monitor the development of *Final Fantasy XII* as a supervisor, but the executive producer position will be taken over by Akitoshi Kawazu...the producer for the eccentric and strangely capitalized *UNLIMITED Saga*. Yeah, I'm a little worried, too. Luckily, Hiroyuki Ito (*Final Fantasy XI* director) and Hiroshi Minagawa (*Final Fantasy Tactics* art director) are stepping into director roles, so there's little chance for *Final Fantasy XII* veering off from the course Mr. Matsuno originally set. So let's all cross our fingers and hope the game stays true to his vision, and that he gets well soon.

4. FINAL FANTASY Floor Footage

For those of you who were unable to attend the event, here are a few more pictures from the show floor.



No Square Enix bash is complete without a chocobo.



The Turks crashed the party.



Some slightly abstract Kingdom Hearts goods.



A Gloomy Bear posed for photo-ops with fans. (!)



The Slime Morimori 2 booth. The first game was not released in the U.S., and the second game probably won't be either. What do you have against us, perpetually-smiling ball of adorable ooze?!

5. Photo Album

For some reason, Square Enix is extremely stingy with screen shots for games it hasn't released yet. They're probably afraid of unsubstantiated rumors that start after someone sees vague shadows in a photo and decides it looks like Cloud's hairdo, or Sora's keyblade, or maybe the Virgin Mary, and hilarity ensues. I have a nagging feeling that I've been given these exact same screens in the past, so unfortunately there isn't a lot of new stuff to show...but there is some new information, so here you go:

Final Fantasy VII: Dirge of Cerberus

Two big pieces of information were revealed during the party. One was that Vincent is able to transform into different kinds of beasts, just like he did during his *Final Fantasy VII* Limit Breaks. The other is that the game will feature online gameplay. You'll assume the role of one of the Deepground Soldiers.



Final Fantasy VII: Advent Children



shown in theaters in Japan prior to its release on DVD and UMD. It will premiere on September 8, then open officially on September 10. The release for the DVD/UMD remains September 14. Also, the entire movie will be shown at the 62nd annual Venice Film Festival (a fraction of the movie was shown at the same event last year).



POSSIBLE SPOILER: Speaking of unfounded rumors, you may have heard one in particular about the white-caped man seen in the various trailers for this CGI animated feature. More specifically, that he might be Rufus. *Final Fantasy VII: Advent Children* will actually be

Final Fantasy XII

All that was provided at the Square Enix Party 2005 was a set of character illustrations and a paltry handful of screens taken right from the trailer. The following character descriptions are taken from the *Final Fantasy XII* trailer shown during the 2005 Electronic Entertainment Expo:



Balflear
"A sky pirate, he flies the skies of Ivalice."
Fran
"His partner, a master of weapons."



Ashe
"A princess who had lost everything."



Basch
"A man branded as a traitor."



Penelo
"A girl who wants peace."



Vaan
"A boy who would be a pirate."



Wayne (?)
He isn't named in the trailer, but a recent article in *Famitsu* magazine suggests his name is Wayne. He's shown in the trailer addressing a crowd, saying, "People of Rabanastre: Do you hate the Empire? Do you hate me? I will not leave you. I will suffer your hatred. I will defend Dalmasca. Here I will pay my debt."

TIPS & TRICKS



COLLECTOR'S CLOSET

Are you a video-game packrat? Do you own more video games than you could possibly beat in a whole year, even if you played non-stop? Would you go without food to save up the money to buy a rare TurboGrafx-16 game, an obscure Atari 2600 controller, a limited-edition Game Boy Pocket or a leather *Killer Instinct* jacket? If so, this monthly collectors' column is for you.

Vol. 48

CLASSIC GAMING EXPO 2005 RECAP



Originating as the World of Atari Expo in 1998, the annual Classic Gaming Expo has grown over the years to become the mecca for fans of vintage video games. For two solid days, gamers can buy, sell, trade and play everything from mainstays like *Pac-Man* and *Donkey Kong* to obscure, vintage arcade games like *Pleadies* and *Q*bert's Qubes*; from current-generation collections of older games to newly-developed "homebrew" games for older systems. Attendees can also mingle with pioneering video-game designers, hardware engineers and company founders like Al Alcorn (designer of Atari's *Pong* coin-op), David Crane (designer of *Pitfall!*) and Ed Logg (designer of *Asteroids*).

For readers of this column, the Classic Gaming Expo represents the "ground zero" of video-game collecting in North America. Quite

simply, if you collect video games—especially the classics—you can't afford to miss it. What started as a celebration of the games we grew up with (and the folks who created them) has evolved into a collector's paradise. CGE organizers John Hardie, Sean Kelly and Joe Santulli (the originator of *Tips & Tricks' Collectors Closet* and author of its first 40 volumes) have continued to add features that specifically appeal to collectors. The "swap meet" room lets you sell and trade your own collectibles without the expense of

renting floor space for the entire show, the Saturday-night auction allows you to bid on ultra-rare gaming goods (or even sell one of your own) and the on-site museum gives you the opportunity to

drool over hundreds of collecting "holy grails" and one-of-a-kind items that most gamers can only dream of owning. This year's Classic Gaming Expo took place on August 20 and 21 at the Hyatt Regency San Francisco Airport in Burlingame, California. The main exhibit hall was packed with vendors selling hardware, software and gaming paraphernalia of all shapes and sizes, old and new, from "loose" cartridges to factory-sealed gems in mint condition. Even some of the vintage arcade games that lined one entire wall were available for purchase.

Over in the "swap meet" room, hundreds of gaming goodies changed hands over the course of the weekend. There were some good deals for shrewd traders who knew how to haggle: \$75 for a factory-sealed Power Glove NES controller, \$20 for a copy of *Bust-A-Groove* for the

PlayStation, \$2 for a copy of *Donkey Kong 3* for the NES. One shrewd collector spent \$50 on a prototype copy of *Harlem Globetrotters* for the NES at the swap meet on Saturday afternoon, then sold it just a few hours later at the CGE auction for \$80! The 2005 CGE was a great success overall, but there were some disappointments. Though Oldergames.com introduced several enjoyable new game releases at its booth, including *Pinocchio* for the CD32 system and *Frog Feast* for the Sega CD and NeoGeo CD, its highly-anticipated *Beggar Prince* RPG for the Sega Genesis was not available for purchase at the show due to production delays. The Generation NEX system—a sleek NES/Famicom-compatible console from Messiah Entertainment—was also not available; only eight units (all hand-assembled engineering samples) were built in time for the expo, which was a huge letdown for those who had arranged to pick up their pre-ordered systems at the event.

Most unfortunate of all was the announcement that the Classic Gaming Expo will be going on hiatus for one year...but cancelling the 2006 expo will allow the organizers to better prepare for the 10th-anniversary show in 2007. *Tips & Tricks* has been a sponsor of CGE for several years and we plan to continue our support of this important annual event; we encourage all readers of *Collector's Closet* to join us at the next show.



ROOM OF DOOM

Each month in "Room of Doom," we spotlight a single collector's cache of games and game memorabilia. This month, we're featuring the most incredible Room of Doom you could ever hope to see: the museum room at the 2005 Classic Gaming Expo. We don't have enough space to show you the hundreds of amazing items that were on display—and some of them didn't photograph as well as we'd hoped—but here are some of the highlights:



The one that started it all: Atari's first Pong machine



Sega Neptune (Genesis + 32X all-in-one) prototype console



Mattel Intellivision countertop store display demo unit



Nintendo World Championships competition cartridge: the NES collector's "holy grail"



Vintage video-game patches from Activision, Atari, Nintendo and more



The rarest Virtual Boy games: SD Gundam Dimension War, Virtual Lab, Virtual Bowling and more



Atari VCS Warlords original box artwork



Magnavox Odyssey, the first programmable home video-game system



Nintendo Game Boy and SNES service manuals, *Donkey Kong Country* and *Star Fox* "competition cartridges"



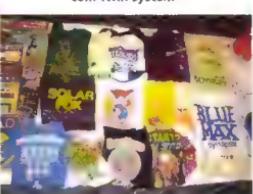
Japanese Nintendo-branded TV with built-in Famicom (NES), Sharp Famicom Twin system



Atari Missile Command and Asteroids Halloween costumes



GCE Vectrex retail store display kiosk



Kids wore T-shirts like these to the arcades back in the early '80s



Star Wars: *Revenge of the Jedi* Game I (Intellivision) advertising mock-up box

AUCTION Action

Video-Game Goodies Sold at the Classic Gaming Expo 2005 Auction



Electronic Games Magazine Issue #1 (1981)

High Bid: \$150.00



Nintendo Japanese Retail Promotional Mario Statue

High Bid: \$260.00



The Legend of Zelda: Twilight Princess Preview Trailer Nintendo DS Card

High Bid: \$160.00



Pac-Man Alarm Clock

High Bid: \$90.00



Quadruped Atari 2600 Cartridge + Instruction Manual

High Bid: \$350.00



Quadruped





Name " " name appears, enter your name as "M@ster" and return to the main menu. Then select "Options" and you'll find the "Cheats" option has been unlocked. At the cheats menu, you can change the car speed, select "Unlock Championships" to unlock everything in the game or toggle the "Ghost" option to disable the game's collision detection (doesn't work in Time Trial mode). See the Credits.

Earn a record time in Time Trial mode as described above, then enter your name as "BGM" to see the game's credits.

THE HAUNTED MAINTENANCE

Cheat Codes

Enter the following codes at any time during gameplay (not while paused):

Imperviousness—Hold Right on the D-pad and press B, X, X, A, B, X, Y, A

Weapon upgrade—Hold Right on the D-pad and press B, X, Y, X, X, X, X, A

Unlock "Level Select" opt-on—at the Pause menu—Hold Right on the D-pad and press X, B, Y, X, B, X, A

Invisibility—A

After the Gamecube logo disappears, press L + R + A + B + and hold them down until the copyright screen has disappeared. After starting a game, Zeke will now be invisible.

Skeleton Zeke

After the Gamecube logo disappears, press A + B + Y + X and hold them down until the copyright screen has disappeared. After starting a game, Zeke will now be a skeleton.

HITMAN 2: SILENT ASSASSIN

Cheat Codes

Enter any of the following codes at any time during gameplay. You'll receive special confirmation after entering a correct code:

Unlock 9mm pistol and SAMG-SD5—Right, Left, Up, Down, A, Up, Right, Right

Unlock all weapons and items—Right, Left, Up, Down, A, Up, B, A

God mode—Right, Left, Up, Down, A, Right, Left, Right, Left

Hitman Ali—Right, Left, Up, Down, A, Up, Up

Hitman full health—Right, Left, Up, Down, A, Up, Down

Megaton / Lethal Charge on—Right, Left, Up, Down, A, Right, Right

Nailgun on / Gravity off—Right, Left, Up, Down, A, Left, Left

Bomb on / SlowMo on—Right, Left, Up, Down, A, Up, Left

I-NINJA

Cheat Codes

At any time during gameplay, press START to pause the game and enter any of the following codes:

Sword upgrade—Hold R + D and press X, B, X, Y, B, X, B

Complete current mission—Hold R and press B, B, B, X; Release R, Hold L and press Y, Y, Y; release L, hold R, hold D and press Y, Y, Y, Y

It only works during normal missions, it can't be used in "Collect the Red Coins" or "Find All the Enemies" missions.

Big head mode—Hold R and press Y, Y, Y; release R, hold L and press Y, Y, release L, hold L + R and press X, Y

THE INCREDIBLES

Cheat Codes

At any time during the game, press the START button to pause, then select "Secrets" from the Game Paused menu and enter any of the following codes. Note that some codes will only work when you are playing as one specific character:

U P D L R L R B A—Refill health meter

S M A R T B O M B—Kill everything within range of Mr. Incredible's e-

S H O W T I M E—Refill Mr. Incredible's incredi-meter

F L E X I B L E—Refill Mrs. Incredible's incredi-meter

M C T R A V I S—Infinite Incredi-meter for a limited time

T H E D U E D A B I D E S—Take less damage for a limited time

G A Z E R B E A M—Temporary eye beam power

S A S S M O D E—Speed up gameplay

B W T H E M O V I E—Slow down gameplay

E I N S T E I N U M—Big heads

D E E V O L V E—Tiny heads

A T H L E T E S F O T O T—Mr. Incredible's feet

Leave the swing trail

I N V E R T C A M E R A Y—Invert left/right camera controls

I N V E R T C A M E R A X—Invert up/down camera controls

B H U D—Enabled/safe interface graphics

KELLY SLATER'S PRO SURFER

Secret Codes

Select "Extras" from the main menu, then select "Cheats" and enter any of the following codes:

7 1 4 5 5 5 0 8 2—Meega cheal

6 1 9 5 5 1 4 1—All boards

3 2 8 5 5 5 4 4 7—All levels

9 4 9 5 5 6 7 9 9—all surfers

7 0 2 5 5 2 9 1 8—all suits

6 2 6 5 5 6 7 6 3—all tricks

2 1 3 5 5 5 7 7 6—Mr. flats

2 1 7 5 5 5 0 2 1 7—High, umpti

8 7 7 5 5 5 3 2—1st-person view

8 1 8 5 5 5 1 4 4—Trippy graphics

LEGENDS OF WRESTLING

Unlock All Wrestlers

At the main menu, press Up, Up, Down, Down, Left, Right, Left, Right, Y, Y, X

THE LORD OF THE RINGS: THE TWO TOWERS

Secret Codes

At any time during the game, press the START button to pause, then enter any of the following codes:

Perfect mode—Hold L + R and press Y, X

Restore health—Hold L + R and press Y, Down, A, Up

Restore missiles—Hold L + R and press A, Down, Y, Up

All Level 2 upgrades—Hold L + R and press X, Right, X, Right

All Level 4 upgrades—Hold L + R and press Y, Up, A, Up

All Level 6 upgrades—Hold L + R and press B, Left, B, Left

Ar 1 Level 8 upgrades—Hold L + R and press A, Down, Down

1,000 upgrades—Hold L + R and press D, Down, Down, Down

These upgrade codes can be entered the same way, but they will not work until you have unlocked the "Secret Codes" option, which appears as a gold ring on the right side of the game's map screen. You must first beat the Helm's Deep Hornburg Courtyard stage and reach Level 10 with any character, then unlock the Secret Mission for that character. After beating the Secret Mission, the "Secret Codes" option as Secret Character option will be unlocked. Once you've beaten the Secret Mission while playing as the secret character, the Secret Codes option will be unlocked and you'll be able to use the following cheats:

Always devastating—Hold L + R and press B, B, B, X, X, X

Small armless—Hold L + R and press Y, Y, X, A, B

Slow motion—Hold L + R and press B, X, X, X

Infinite missiles—Hold L + R and press B, X, X, X

All upgrades—Hold L + R and press Y, X, Y, X

Invisible—Hold L + R and press B, X, X, B, A, X

Invulnerable—Hold L + R and press Y, X, B, A, X

Unstoppable—Hold L + R and press D, X, X, X, X

Unkillable—Hold L + R and press A, X, X, X, X

Unstopable—Hold L + R and press Y, X, X, X, X

Uninvincible—Hold L + R and press B, B, B, X, X, X

Unstoppable—Hold L + R and press Y, Y, Y, X, X, X

Unkillable—Hold L + R and press B, B, B, X, X, X

Uninvincible—Hold L + R and press Y, Y, Y, X, X, X

Unstoppable—Hold L + R and press B, B, B, X, X, X

Unkillable—Hold L + R and press Y, Y, Y, X, X, X

Uninvincible—Hold L + R and press B, B, B, X, X, X

Unstoppable—Hold L + R and press Y, Y, Y, X, X, X

Unkillable—Hold L + R and press B, B, B, X, X, X

Uninvincible—Hold L + R and press Y, Y, Y, X, X, X

Unstoppable—Hold L + R and press B, B, B, X, X, X

Unkillable—Hold L + R and press Y, Y, Y, X, X, X

Uninvincible—Hold L + R and press B, B, B, X, X, X

Unstoppable—Hold L + R and press Y, Y, Y, X, X, X

Unkillable—Hold L + R and press B, B, B, X, X, X

Uninvincible—Hold L + R and press Y, Y, Y, X, X, X

Unstoppable—Hold L + R and press B, B, B, X, X, X

Unkillable—Hold L + R and press Y, Y, Y, X, X, X

Uninvincible—Hold L + R and press B, B, B, X, X, X

Unstoppable—Hold L + R and press Y, Y, Y, X, X, X

Unkillable—Hold L + R and press B, B, B, X, X, X

Uninvincible—Hold L + R and press Y, Y, Y, X, X, X

Unstoppable—Hold L + R and press B, B, B, X, X, X

Unkillable—Hold L + R and press Y, Y, Y, X, X, X

Uninvincible—Hold L + R and press B, B, B, X, X, X

Unstoppable—Hold L + R and press Y, Y, Y, X, X, X

Unkillable—Hold L + R and press B, B, B, X, X, X

Uninvincible—Hold L + R and press Y, Y, Y, X, X, X

Unstoppable—Hold L + R and press B, B, B, X, X, X

Unkillable—Hold L + R and press Y, Y, Y, X, X, X

Uninvincible—Hold L + R and press B, B, B, X, X, X

Unstoppable—Hold L + R and press Y, Y, Y, X, X, X

Unkillable—Hold L + R and press B, B, B, X, X, X

Uninvincible—Hold L + R and press Y, Y, Y, X, X, X

Unstoppable—Hold L + R and press B, B, B, X, X, X

Unkillable—Hold L + R and press Y, Y, Y, X, X, X

Uninvincible—Hold L + R and press B, B, B, X, X, X

Unstoppable—Hold L + R and press Y, Y, Y, X, X, X

Unkillable—Hold L + R and press B, B, B, X, X, X

Uninvincible—Hold L + R and press Y, Y, Y, X, X, X

Unstoppable—Hold L + R and press B, B, B, X, X, X

Unkillable—Hold L + R and press Y, Y, Y, X, X, X

Uninvincible—Hold L + R and press B, B, B, X, X, X

Unstoppable—Hold L + R and press Y, Y, Y, X, X, X

Unkillable—Hold L + R and press B, B, B, X, X, X

Uninvincible—Hold L + R and press Y, Y, Y, X, X, X

Unstoppable—Hold L + R and press B, B, B, X, X, X

Unkillable—Hold L + R and press Y, Y, Y, X, X, X

Uninvincible—Hold L + R and press B, B, B, X, X, X

Unstoppable—Hold L + R and press Y, Y, Y, X, X, X

Unkillable—Hold L + R and press B, B, B, X, X, X

Uninvincible—Hold L + R and press Y, Y, Y, X, X, X

Unstoppable—Hold L + R and press B, B, B, X, X, X

Unkillable—Hold L + R and press Y, Y, Y, X, X, X

Uninvincible—Hold L + R and press B, B, B, X, X, X

Unstoppable—Hold L + R and press Y, Y, Y, X, X, X

Unkillable—Hold L + R and press B, B, B, X, X, X

Uninvincible—Hold L + R and press Y, Y, Y, X, X, X

Unstoppable—Hold L + R and press B, B, B, X, X, X

Unkillable—Hold L + R and press Y, Y, Y, X, X, X

Uninvincible—Hold L + R and press B, B, B, X, X, X

Unstoppable—Hold L + R and press Y, Y, Y, X, X, X

Unkillable—Hold L + R and press B, B, B, X, X, X

Uninvincible—Hold L + R and press Y, Y, Y, X, X, X

Unstoppable—Hold L + R and press B, B, B, X, X, X

Unkillable—Hold L + R and press Y, Y, Y, X, X, X

Uninvincible—Hold L + R and press B, B, B, X, X, X

Unstoppable—Hold L + R and press Y, Y, Y, X, X, X

Unkillable—Hold L + R and press B, B, B, X, X, X

Uninvincible—Hold L + R and press Y, Y, Y, X, X, X

Unstoppable—Hold L + R and press B, B, B, X, X, X

Unkillable—Hold L + R and press Y, Y, Y, X, X, X

Uninvincible—Hold L + R and press B, B, B, X, X, X

Unstoppable—Hold L + R and press Y, Y, Y, X, X, X

Unkillable—Hold L + R and press B, B, B, X, X, X

Uninvincible—Hold L + R and press Y, Y, Y, X, X, X

Unstoppable—Hold L + R and press B, B, B, X, X, X

Unkillable—Hold L + R and press Y, Y, Y, X, X, X

Uninvincible—Hold L + R and press B, B, B, X, X, X

Unstoppable—Hold L + R and press Y, Y, Y, X, X, X

Unkillable—Hold L + R and press B, B, B, X, X, X

Uninvincible—Hold L + R and press Y, Y, Y, X, X, X

Unstoppable—Hold L + R and press B, B, B, X, X, X

Unkillable—Hold L + R and press Y, Y, Y, X, X, X

Uninvincible—Hold L + R and press B, B, B, X, X, X

Unstoppable—Hold L + R and press Y, Y, Y, X, X, X

Unkillable—Hold L + R and press B, B, B, X, X, X

Uninvincible—Hold L + R and press Y, Y, Y, X, X, X

Unstoppable—Hold L + R and press B, B, B, X, X, X

Unkillable—Hold L + R and press Y, Y, Y, X, X, X

Uninvincible—Hold L + R and press B, B, B, X, X, X

Unstoppable—Hold L + R and press Y, Y, Y, X, X, X

Unkillable—Hold L + R and press B, B, B, X, X, X

Uninvincible—Hold L + R and press Y, Y, Y, X, X, X

Unstoppable—Hold L + R and press B, B, B, X, X, X

Unkillable—Hold L + R and press Y, Y, Y, X, X, X

Uninvincible—Hold L + R and press B, B, B, X, X, X

Unstoppable—Hold L + R and press Y, Y, Y, X, X, X

Unkillable—Hold L + R and press B, B, B, X, X, X

Uninvincible—Hold L + R and press Y, Y, Y, X, X, X

Unstoppable—Hold L + R and press B, B, B, X, X, X

Unkillable—Hold L + R and press Y, Y, Y, X, X, X

Uninvincible—Hold L + R and press B, B, B, X, X, X

Unstoppable—Hold L + R and press Y, Y, Y, X, X, X

Unkillable—Hold L + R and press B, B, B, X, X, X

Uninvincible—Hold L + R and press Y, Y, Y, X, X, X

Unstoppable—Hold L + R and press B, B, B, X, X, X

Unkillable—Hold L + R and press Y, Y, Y, X, X, X

Uninvincible—Hold L + R and press B, B, B, X, X, X

Unstoppable—Hold L + R and press Y, Y, Y, X, X, X

Unkillable—Hold L + R and press B, B, B, X, X, X

Uninvincible—Hold L + R and press Y, Y, Y, X, X, X

Unstoppable—Hold L + R and press B, B, B, X, X, X

Unkillable—Hold L + R and press Y, Y, Y, X, X, X

Uninvincible—Hold L + R and press B, B, B, X, X, X

Unstoppable—Hold L + R and press Y, Y, Y, X, X, X

Unkillable—Hold L + R and press B, B, B, X, X, X

Uninvincible—Hold L + R and press Y, Y, Y, X, X, X

Unstoppable—Hold L + R and press B, B, B, X, X, X

Unkillable—Hold L + R and press Y, Y, Y, X, X, X

Uninvincible—Hold L + R and press B, B, B, X, X, X

Unstoppable—Hold L + R and press Y, Y, Y, X, X, X

Unkillable—Hold L + R and press B, B, B, X, X, X

Uninvincible—Hold L + R and press Y, Y, Y, X, X, X

Unstoppable—Hold L + R and press B, B, B, X, X, X

Unkillable—Hold L + R and press Y, Y, Y, X, X, X

Uninvincible—Hold L + R and press B, B, B, X, X, X

Unstoppable—Hold L + R and press Y, Y, Y, X, X, X

Unkillable—Hold L + R and press B, B, B, X, X, X

Uninvincible—Hold L + R and press Y, Y, Y, X, X, X

Unstoppable—Hold L + R and press B, B, B, X, X, X

Unkillable—Hold L + R and press Y, Y, Y, X, X, X

Uninvincible—Hold L + R and press B, B, B, X, X, X

Unstoppable—Hold L + R and press Y, Y, Y, X, X, X

Unkillable—Hold L + R and press B, B, B, X, X, X

Uninvincible—Hold L + R and press Y, Y, Y, X, X, X

Unstoppable—Hold L + R and



Kate Roy—Unlock all MVP Rewards
Neverlose Sight—Unlock St. Patrick's Day jersey for the Boston Red Sox
Benny Lee—Enable scaling of individual limbs at the "Body Build" menu
Kenny Lee—Enable scaling of individual limbs at the "Body Build" menu
Teddy Lee—Enable scaling of individual limbs at the "Body Build" menu
Keegan Patterson—Short player with fat bat
Jacob Patterson—Short player with fat bat
Ishai Patterson—Very short player with fat bat
Sean Patterson—Tiny player with fat bat
Avery Jarmour—Tiny player with fat bat
Mark Curran—Player with thin, easily-broken bat
Les Kram—Player with thin, easily-broken bat
G Clark—Player with thin, easily-broken bat

MX SUPERFLY**Cheat Codes**

At the main menu, press X, Y, then L + X, then X, L, Z, then R + Y to unlock all of the tracks, mini-games, bikes and secret characters.

NAMCO MUSEUM

Display Time in Galaga Arrangement
At the Galaga Arrangement screen, press Left, Right, Left, Right, Up, Down, Up, Down, you'll hear a confirmation sound. The game time will now be displayed at the bottom of the screen while playing Galaga Arrangement

NASCAR 2005: CHASE FOR THE CUP**Cheat Codes**

Enter "Fight to the Top" mode, select "My NASCAR" and enter the "Edie Driver" screen. Enter the following name in their respective First Name and Last Name fields, then press START to lock in the name and activate the cheat:

Walmart NASCAR—10,000,000 in the Bank
You The Man—Level 10 and 2,000,000 Prestige points

MakeMe Famous—Rank 1 and 10,000,000 Fan Support

The Intimidator—Unlock Dale Earnhardt Race Dodge—Unlock Dodge Cars

Mr Clean Racing—Unlock Mr. Clean Cars OldSpice Motorsports—Unlock Old Splice Cars

Lev Strauss—Unlock Old Levi Strauss Cars Get In The Zone—Unlock Auto Zone Cars

Dodge Showdown—Unlock Dodge Showdown track OldSpice Venue—Unlock Old Spice Speedway track

Walmart Extreme—Unlock Lakeshore Drive track Open Sesame—Unlock all Thunder Plates

NASCAR THUNDER 2003**Secret Codes**

Choose the "Create-a-Car" option from the "Features" menu and select "Drivers." Enter any of the following names in the First Name and Last Name fields, then select "Continue." You'll see a confirmation message if you've done it correctly.

Extra Drivers—Unlock Fantasy Drivers
Dale Earnhardt—Unlock Dale Earnhardt

Richard Petty—Unlock Richard Petty

HRA LIVE 2005**Cheat Codes**

Choose "My NBA LIVE" from the main menu, then select "EA SPORTS Lounge." Now access the "NBA Codes" option and enter any of the following codes. (Note: The "0" character that you see in three of the four codes is the number zero.)

F H M 3 B 9 H U 0—Unlock all shoes
P R Y 2 3 4 N 0 0—Unlock jerseys

Y I S S 5 5 C 0 Z E—Earn 50,000 Dynasty Points
(note: this code must be entered by selecting "My NBA LIVE" from the Dynasty Central menu in Dynasty Mode)

NBA STREET VOL. 2**Secret Codes**

Select "Pick Up Game" from the main menu, choose "home" or "away" and select a user name. At the bottom of the screen, type "cheat" at the bottom of the screen that says "Enter cheat code now." Enter any of the following codes at this time; if you entered a code correctly, you'll hear the sound of a car alarm being set.

Big heads—Hold L and press X, B, X
Small players—Hold L and press Y, X, B
ABA ball—Hold L and press X, B, X
WNBA ball—Hold L and press X, Y, Y
Ball train—Hold L and press Y, Y, B

No interface graphics—Hold L and press B, X, X
All jerseys unlocked—Hold L and press X, Y, B

All courts unlocked—Hold L and press B, Y, Y, B
All Street legends unlocked—Hold L and press X, B, Y
All NBA Legends unlocked (except Michael Jordan)—Hold L and press X, Y, Y, B
All NBA Legends Michael Jordan unlocked—Hold L and press X, Y, X, X
Unlimited Turbo—Hold L and press B, B, Y, Y
Exp-ovs rims—Hold L and press X, X, X, X
No Trick Counter—Hold L and press Y, X, Y, X
Fast players—Hold L and press Y, Y, X, Y
Easy two-pointers—Hold L and press X, Y, B, Y
Hard two-pointers—Hold L and press Y, X, Y

NEED FOR SPEED: UNDERGROUND**Cheat Codes**

Enter any of the following codes at the main menu, you won't hear any confirmation sound when doing so. Note: The codes must be entered quickly or they may not work.

Unlock all Circuits Tracks in Quick Race mode—Down, R, R, X, X, X, X
Unlock all Drifts Tracks in Quick Race mode—Right, Z, Left, R, Z, L, X
Unlock all Drifts Tracks in Quick Race mode—Left, Left, Left, Right, X, R, Y
Unlock all Sprint tracks in Quick Race mode—Up, X, X, R, Down, Down, Down

NEED FOR SPEED: UNDERGROUND 2**Cheat Codes**

Enter any of the following codes when the words "Press Start" appear at the title screen. You will hear a confirmation on sound each time you enter a code correctly

\$1,000 Cash in Career mode, unlock Mazda RX-8 and Nissan Skyline in Quick Race mode—Left, Right, X, Right, X, R, R
\$200 in Career mode—Up, Up, Up, Left, R, R, R
Down, Up, Lock Number H2—Left, Up, Up, Down, Left, Up, Left
Unlock Best Buy vinyl—Up, Down, Up, Down, Up, Up, Right, Left
Unlock Burger King vinyl—Up, Up, Up, Down, Up, Up, Left

NFL STREETS 2**Cheat Codes**

Choose "Options" from the main menu, then select "Cheats" and Codes. Hold X to bring up the cheat codes menu. Note: This menu will not appear unless you create a User ID. Now you can enter any of the following cheat codes. Be sure to take note of the capital letters in each code and enter them exactly as shown by using the keyboard shift function of the code entry screen.

W A F E T C —Unlock AFC West All-Stars
E A A F S E T C —Unlock AFC East All-Stars
N A G C R T —Unlock NFC West All-Stars
E A A F S E T C —Unlock NFC South All-Stars
E A N F S E T C —Unlock NFC West All-Stars
N O N F C T C —Unlock NFC East All-Stars
N A M S 6 6 7 8 4 —Unlock NFC North All-Stars
S U P F C T H —Unlock NFC South All-Stars
s t r 2 m k r z y 2—Unlock Legends team and gridiron

T e a m x Z b i t —Unlock Team Xbit

R e e b o k —Unlock Team Reebok

E A F i e l d —Unlock EA Field

N o v a —Unlock Novation

G r e a s e p i g —Unlock Grease

G l u e h a n d s —No Glue mode

N o c h a n s —No Chains mode

F i r s t f i r s t 10—First yard down

I I x G C r a z y 2—Zax GameBreaker

G V G C r a z y 10—GameBreaker

S h u n k r e n —Tiny players

B i g G s m a h —Giant players

B i g P i g l i g —Big ball mode

R e d i g h a n d s —Red hands mode

B l o o m i n G r o u p —No fixtures

G o t t a D o h s o e s —Max Speed

M a g n a H a n d s —Mag. Catch

B l a c k T a c k e —Max Tacke

C h e m i t h o u s e —Weak, Umping and O-Moves

S i g h t s M a t t e r s —Random size

T r i c k s D o u t —A. Chains mode

NICKELODEON PARTY BLAST**Unlock Secret Levels**

Choose "Start Game" from the main menu, then pick a character and select Blast mode. When the "Select Level" screen appears, press Up, Up, Down, Left, Right. You'll hear a chime and four "bungee" levels will be unlocked.

OUTLAW GOLF**Cheat Code**

Start a new game, at the name entry screen, enter "Golf Gone Wild" as your name and save the game. This code unlocks all of the character stages and clubs.

Unlock Alternate Costumes
At the character select screen, hold R and press Z, Y, Y, Y, Z

PINBALL 2**Title Screen Fun**

At the title screen, when the words "Press Start" appear, press the following buttons to play around with the screen.
Press X to make a Bubba appear. You can control it with the C stick and press Z to make it eat Pigmkin.

Press Y to make a Flint Beetle appear. You can control him with the C stick.
Press B to make the Pigmkin form the word "Nitrogen".
Press R to revert the title screen back to normal

PITFALL: THE LOST EXPEDITION**Cheat Codes**

At the title screen, hold L + R and enter any of the following codes: Release L + R after each code is entered to activate it.
Infinite water in causten (must acquire causten first)—Left, R, X, Down, B, A, X
Faster attacks—Left, Right, X, Up, X, Right, Left
Play as Nicole—Left, Up, Down, Up, X, Up, Play as old school Pitfall Harry—Y, Left, Down, B, X, Y, Left
Unlock Pitfall II at the New Game/load Game menu—X, Left, Right, X, B, A, Up, X
Unlock Pitfall II: Lost Castvers at the New Game/load Game menu—Left, Right, Left, Right, Y, Y

PRINCE OF PERSIA: THE SANDS OF TIME**Secret Level**

Insert a controller into the Player 4 slot of the GameCube. Start a new game, then as soon as you are able to control the Prince on the porch, hold the B button on Controller 4 and quickly press A, B, Y, X, Y, A, X, B, X on Controller 1

RAVE MASTER**Unlock Rave**

At the title screen, press Up, Up, Down, Left, Right, Left, Right, B, A You will hear a voice say "yes!" to confirm the code. Reina will now be selectable in V vs. Mode and Free Mode

REDCARD 2003**Unlock Everything**

At the main menu, enter "LoadSave" and select "Create/Load Profile." Enter "BIGTANK" as your profile name. You must have free space on your memory card so you can load the profile in order for the effects to be active.

RESCUEDOG 2003**Unlock Everything**

If you beat the game in Normal Mode in under five hours, you will earn with the "Samurai Edge" achievement. Bring the gun in your inventory when you play again by choosing the "Once Again" option. The Samurai Edge is similar to the regular Handgun, except it has infinite bullets and fires three rounds consecutively when you pull the trigger.

Infinite Rocket Launcher

If you beat the game in Normal Mode in under three hours, you will start with the Infinite Rocket launcher in your inventory when you play again by choosing "Once Again" at the main menu.

Grenade Launcher Trick

(Note: This trick will only work with Jill. Also, it's possible that using this trick will adversely affect the quantities of other items in your inventory, so try this at your own risk.) With the Grenade Launcher and at least one spare set of unequipped grenade shells of any kind in your inventory, go to the item box and find an item box. When you open the item box, immediately select the set of grenade shells in your inventory and place it in the very first slot in the item box. (The first slot of the item box is selected by default when you first open the box—it usually contains the First Aid Spray when you start the game or the Closer Key if you've already cleared the game once.) Now select the grenade shells occupying the first slot in the item box and drop them from the item box directly to your equipped Grenade Launcher. The number of shells displayed under the Grenade launcher will become corrupted. Now exit the item box. You will have 240 shells in her Grenade launcher when you check her inventory. If you still have unequipped Grenade Launcher ammo in the item box, stay in the item box and swap out the grenade shells again. You'll see the 496 shells back in the item box. Now move the 496 shells from the item box into an empty slot in your inventory and exit out of the item box. You'll still have the spare set of 496 shells—and you'll also

have 240 shells in the Grenade Launcher if you pulled them from the first item slot the second time you combined them. If you have more than one set of unequipped shells, you can keep swapping them out between the first slot of the item box and the equipped Grenade Launcher to create more shells at any time

RESIDENT EVIL 2**Unlimited Ammo**

Press START to pause the game, then choose "Button Config," from the Option menu. When the Controller Setup screen appears, hold the R button and press the Z button 10 times. If done correctly, you will see the white boxes around the CONFIG and AIM settings turn red

ROADKILL**Cheat Codes**

At any time during gameplay, press START to pause, highlight the "Map" option and enter any of the following codes:
Infinite health—X, Y, X, B, A, Up, X
Infinite armor—X, Y, X, B, A, Up, X
Summon tomato—Y, A, X, X, B, A, Up, Y
Weapons unlock (weapons spawn near garage)—Y, A, Y, X, B, A, X, B, Y

ROBOTICS BATTLES**Secret Passwords**

At any time during gameplay, press START to pause, highlight "New Game." At the New Game screen, hold L + R and press Left, Up, Down, A, Right, B. START A special password entry screen will appear where you can enter any of the following codes:
W E W I L L W I N—Unlock all missions
M U L T I L A M Y H E M U N L o c k all multiplayer missions
S U P E R M E C H—Invincibility
M I S M A C R O S S—Unlock all Vertech designs
W H I T E R E D M A X—Unlock all Vertechs and arenas

B A C K S T A B B E R—One-shot kills
S N I P E R—One-shot Sniper kill
S P A C E F O L D—Faster gunpod ammo refresh
M A R S B A S E—Faster missile refresh
M I R Y A B—Faster weapon refresh

ROCKY**Secret Codes**

Enter the following codes at the main menu:
Unlock all boxes and arenas—Hold R and press Up, Down, Left, Down, Left, L
Boxers punch harder—Hold R and press Right, Down, Left, Up, Left, L
Boxers move faster—Hold R and press Down, Left, Down, Up, Right, L

ROGUE OPS**Cheat Codes**

At any time during gameplay, press START and enter any of the following codes while the game is paused. Note: Not all of the codes will work in all stages:
Half damage—X, Y, Y, Left, Right, Right, Y, X, X
Enemy bugs cause damage—Left, Right, Right, Left, X, Y, X, X
Invincibility—Left, Right, Left, Right, Left, Right, Right, Left, X, X, X
Infinite ammo—Y, X, Y, X, Y, X, Y, Left, Y, X, Y, X, X
One-shot kills—Y, Left, Right, Right, Left, Y, R, L, X, Y, X, X
M7 shots—Left, Right, Left, R, L, X, Y, Left, Right, Left, R, L, X, Y, X, X
M7 shots rocks—Left, Right, Left, R, L, X, Y, Left, Right, Left, R, L, X, Y, X, X
Crossbow shoots Frag Grenades—Left, Right, Left, R, L, X, Y, X, X
Right, Left, X, Y, X, X, X
Big weapons for Nikols—X, X, X, Y, X, Y, Y
All character models have big feet—Right, Right, Right, Left, Left, Left

Skip the current scene—R, X, Y, Y, Left, R, Right, R, L, X, Y, L, Y, Left, R, Right, R, L, X, Y, L, Y, Left, R, Right, R, L, X, Y, X, Y, Y
SCOOBY-DOO! NIGHT OF 100 FRIGHTS

Secret Codes

At any time during gameplay, press START to pause. You'll hear a quickly enter any of the following codes. You'll hear a special sound effect upon entering each code correctly:
All power-ups—Hold L + R and press X, B, X, B, B, B, X, X, X, X, X
Unlock alternate credits sequence—Hold L + R and press X, B, X, X, B, X, X
SEGA SOCCER SLAM

Secret Codes

Enter these codes at the main title screen (when the words "Press Start" appear). Entering the



Ninja Turtles say "Yeah!" to confirm the code. Now the Turtles' feet will make funny sounds when they walk.

TEENAGE MUTANT NINJA TURTLES 2 BATTLENUXUS

Passwords

Choose "Options" from the main menu and select the "Password" option. Enter the following passwords by choosing the letter icons, a confirmation message will appear each time you enter a code correctly:

L S R D R R —Mighty Turtle (no damage)

R S M R L R —No damage

L D R M R L M —Defense doubled

S D S R L L —Offense power doubled

D S R D M R M —Health (eliminates damaging effects)

M R L R M R P —Zap Paradise (stamina restore items upgraded to Pizza)

D R S M R L R —Self Recovery (stamina meter greatly restored)

S D S R D L D —Abys challenge (don't fall off anywhere)

M R M D R M D —Endurance mode (stamina restore items eliminated)

R D S R M R L —Super mode (enemy defense power doubled)

L R S R D R D —Fatal Blow mode (one hit will kill you)

S L S D R D L —Nightmare (enemies give double damage)

D R S L S R —Peson effect on Turtles

R L M R D S L —No shrinks

D S L R D M —Nexus Turtle outfit for Donatello

L M R M D R D —Nexus Turtle outfit for Leonardo

M L M R D R M —Nexus Turtle outfit for Michelangelo

R M S M D R —Nexus Turtle outfit for Raphael

S X M L D D R —Playmates added to Bonus Mode

F a i l

M L D S R D M —Honking noise when attacking

S S S M R D D —Toddling mode (weird sound when walking)

TERMINATOR 3: THE REDEMPTION

Cheat Codes

Highlight "Credits" at the main menu and enter any of the following codes. Note: You may not be able to have all the upgrades active at the same time. Press X + Z + R simultaneously. Unlock all levels—Press X + Z + Y simultaneously. Unlock all upgrades—Press X + Y + L simultaneously. Unlock all upgrades—Press X + Y + L + simultaneously.

TIGER WOODS PGA TOUR 2003

Cheat Codes

Enter the Options menu, select Cheat Codes and enter either one of the following codes. You will hear "Tiger says 'Yeh!' each time you enter a code correctly:

1 C O U R S E S 3 —All courses unlocked

A L L T W 3 —All golfers unlocked

TIGER WOODS PGA TOUR 2004

Passwords

Choose "Options" from the main menu, then select "Password" and enter any of the following codes:

T H E T C H E N S I N K —Unlock all golfers and courses

S H E R W O O D T A R G E T —Unlock Target World Challenge at Game Modes menu

Y I H J 3 4 2 8 —Unlock all Nike sponsorship items for purchase

9 1 t r E S T R —Unlock all Adidas sponsorship items for purchase

c g T R 7 8 q w —Unlock all Callaway Golf sponsorship items for purchase

C L 4 5 6 7 8 U 9 —Unlock all Cleveland Golf sponsorship items for purchase

I f s k a j f d —Unlock all Cobra sponsorship items for purchase

F D G H 5 9 7 1 —Unlock all Maxfli sponsorship items for purchase

Y J H k 3 4 2 8 U —Unlock all Never Compromise sponsorship items for purchase

I U 4 5 T W 6 —Unlock all Nike and some Nike TW items for purchase

k h 1 M 3 Q 2 v —Unlock all Odyssey Golf sponsorship items for purchase

R 4 3 S D T E —Unlock all PING sponsorship items for purchase

c D s 0 2 g Y —Unlock all TAG Heuer sponsorship items for purchase

T O P C O R —Unlock all moves

T O N Y H A W K ' S P R O S K A T E R 4

Cheat Codes

Select "Cheats" from the Options menu and enter any of the following codes. Once activated, the cheats can be toggled on or off by selecting "Cheats" from the Options screen within the "Paused" menu:

g 0 d 1 —Always Special (note: the second character must be a letter)

b e i k g e o f f —Perfect Rail

2 w h e l l n —Perfect Manual

g n a i s p t s —Moon Gravity

m r a n d e r e n —Matrix Mode

() () —Unlock Dasy

W a t c h M e X p l o d e —Unlock everything

TIGER WOODS PGA TOUR 2005

Cheat Codes

Choose "EA Sports Options & Extras" from the main menu, then select "Password" from the Options menu and enter any of the following codes:

T H E A N T O Y S T E R —Unlock standard courses and all golfers except Justin Timberlake

T H E T E N N E S S E E K 1 D —Unlock Justin Tim-

b e a k e

9 1 t r e 5 T R —Unlock all Adidas sponsorship items for purchase

c g T R 7 8 q w —Unlock all Callaway Golf sponsorship items for purchase

C L 4 5 6 7 8 U 9 —Unlock all Cleveland Golf sponsorship items for purchase

I f s k a j f d —Unlock all Cobra sponsorship items for purchase

F D G H 5 9 7 1 —Unlock all Maxfli sponsorship items for purchase

Y J H k 3 4 2 8 U —Unlock all Never Compromise sponsorship items for purchase

I U 4 5 T W 6 —Unlock all Nike and some Nike

T W items for purchase

k h 1 M 3 Q 2 v —Unlock all Odyssey Golf sponsorship items for purchase

R 4 3 S D T E —Unlock all PING sponsorship items for purchase

c D s 0 2 g Y —Unlock all TAG Heuer sponsorship items for purchase

T O P C O R —Unlock all moves

TOM CLANCY'S SPLINTER CELL: COMBINE THRE

Unlock All Missions

Choose "Solo" from the main menu. At the Solo menu, hold L + R and press X, X, X, X, Y, Y, Y. You'll hear a sound to confirm the code. Now select "Load Game" and you'll find that all of the missions have been unlocked.

TONY HAWK'S PRO SKATER 3

Cheat Codes

Choose "Options" from the main menu, then select "Cheats" and enter the following codes:

F R E A K S H O W —Unlock all hidden characters

M A R K E D C A R D S —Enable "Cheats" option at the Paused menu

M A X M A T O U T —Give the currently-selected skater enough stat points to max out all statistic categories

G O F C O R —Unlock all moves

T O N Y H A W K ' S P R O S K A T E R 4

Cheat Codes

Select "Cheats" from the Options menu and enter any of the following codes. Once activated, the cheats can be toggled on or off by selecting "Cheats" from the Options screen within the "Paused" menu:

g 0 d 1 —Always Special (note: the second character must be a letter)

b e i k g e o f f —Perfect Rail

2 w h e l l n —Perfect Manual

g n a i s p t s —Moon Gravity

m r a n d e r e n —Matrix Mode

() () —Unlock Dasy

W a t c h M e X p l o d e —Unlock everything

T O N Y H A W K ' S P R O S K A T E R 4

Cheat Codes

Select "Cheats" from the Options menu, then select "Cheat Codes" and enter any of the following codes. After entering a code, start a game, then pause and select "Cheats" from the in-game Options menu to toggle the code on or off:

g e t t u p —Moon gravity

k e e p i s t e a d y —Perfect manu

l e t t i s l i d e —Perfect rail

r e a r r i d e —Perfect skates

N O O ! ! —Unlock T H U C

T H O M Y H A W K ' S U N D E R G R O U N D 2

Cheat Codes

Choose "Game Options" from the main menu, then select "Cheat Codes" and enter any of the following codes. After entering a code, start a game, then pause and select "Cheats" from the in-game Options menu to toggle the code on or off:

s t r a i g h t t h e g e —Unlock "Perfect Rail"

l i k e p a u l i e —Unlock "Always Special" cheat

d u r i n g r a i l s —Unlock Nitro Feature

b r i t t e s h —Unlock Ninja Beaversause

x a r g a e —Unlock Phil Margera

w a k k a p —Unlock Ben Franklin, Bull Fighter, Griffon, Tagger, Shrimp Vendor, Lester and Ryan

S h e e k e r —Unlock all cheats

s i k s f l i c k —Unlock all moves

u r o v n 3 d —Unlock all levels

TURBO: EVOLUTION

Cheat Codes

At the main menu, select "Cheats," then select "Enter Cheat" and enter any of the following codes. To access the level select after you have unlocked it, you must load a previously-saved game from the main menu:

S E L L O U T —Unlock all select

E M E R P U S —Unlock invincibility

S L E E W G H —Unlock invisibility

T E X A S —Unlock all weapons

M A X I M U M —Unlocked infinite ammo

H E I D I —Unlocked big gun

F M F Y B —Unlocked cheets

Z O O —Play Zoo mode

H U N T E R —Trigger game demo

TY THE TASMANIAN TIGER

Secret Codes

At any time during gameplay, enter any of the following codes. You'll hear a special guitar solo sound when entering a correct code:

All items are marked with vertical lines—L, R, Y, R, X, Y, B, X, Z, X

O b s t a c l e s K o m a b o r o g, D o o m a r a g, M e g a r a g,

Z o o m a r g, I n f r a r a g, M u l t u r a g a n and Ch r o n o g—L, R, L, R, Y, Y, V, Y, B

O b s t a c l e s F r o s t y, F l a m e r a g, Z a p p r a g and A q u a r a n g—L, R, L, R, Y, Y, B, Y, B

T Y T H E T A S M A N I A N T I G E R 2 : B U S H R E S C U E

Secret Codes

Enter the following codes at any time during gameplay. You will hear a confirmation sound each time you enter a code correctly:

1 0 0 0 0 P o l a r s —S T A R T, S T A R T, Y, S T A R T,

S T A R T, Y, B, X, B, A

R e v e n g e s t a r t s t h e v i o l e t —S T A R T, S T A R T,

Y, S T A R T, Y, U p, D o w n, L e f t, R i g h t,

U n l o c k 1 L e v e l B o o m i n g —S T A R T, S T A R T,

Y, S T A R T, Y, B, X, B

R e v e n g e s t a r t s t h e v i o l e t —S T A R T, S T A R T,

Y, S T A R T, Y, B, X, B

R e v e n g e s t a r t s t h e v i o l e t —S T A R T, S T A R T,

Y, S T A R T, Y, B, X, B

R e v e n g e s t a r t s t h e v i o l e t —S T A R T, S T A R T,

Y, S T A R T, Y, B, X, B

R e v e n g e s t a r t s t h e v i o l e t —S T A R T, S T A R T,

Y, S T A R T, Y, B, X, B

R e v e n g e s t a r t s t h e v i o l e t —S T A R T, S T A R T,

Y, S T A R T, Y, B, X, B

R e v e n g e s t a r t s t h e v i o l e t —S T A R T, S T A R T,

Y, S T A R T, Y, B, X, B

R e v e n g e s t a r t s t h e v i o l e t —S T A R T, S T A R T,

Y, S T A R T, Y, B, X, B

R e v e n g e s t a r t s t h e v i o l e t —S T A R T, S T A R T,

Y, S T A R T, Y, B, X, B

R e v e n g e s t a r t s t h e v i o l e t —S T A R T, S T A R T,

Y, S T A R T, Y, B, X, B

R e v e n g e s t a r t s t h e v i o l e t —S T A R T, S T A R T,

Y, S T A R T, Y, B, X, B

R e v e n g e s t a r t s t h e v i o l e t —S T A R T, S T A R T,

Y, S T A R T, Y, B, X, B

R e v e n g e s t a r t s t h e v i o l e t —S T A R T, S T A R T,

Y, S T A R T, Y, B, X, B

R e v e n g e s t a r t s t h e v i o l e t —S T A R T, S T A R T,

Y, S T A R T, Y, B, X, B

R e v e n g e s t a r t s t h e v i o l e t —S T A R T, S T A R T,

Y, S T A R T, Y, B, X, B

R e v e n g e s t a r t s t h e v i o l e t —S T A R T, S T A R T,

Y, S T A R T, Y, B, X, B

R e v e n g e s t a r t s t h e v i o l e t —S T A R T, S T A R T,

Y, S T A R T, Y, B, X, B

R e v e n g e s t a r t s t h e v i o l e t —S T A R T, S T A R T,

Y, S T A R T, Y, B, X, B

R e v e n g e s t a r t s t h e v i o l e t —S T A R T, S T A R T,

Y, S T A R T, Y, B, X, B

R e v e n g e s t a r t s t h e v i o l e t —S T A R T, S T A R T,

Y, S T A R T, Y, B, X, B

R e v e n g e s t a r t s t h e v i o l e t —S T A R T, S T A R T,

Y, S T A R T, Y, B, X, B

R e v e n g e s t a r t s t h e v i o l e t —S T A R T, S T A R T,

Y, S T A R T, Y, B, X, B

R e v e n g e s t a r t s t h e v i o l e t —S T A R T, S T A R T,

Y, S T A R T, Y, B, X, B

R e v e n g e s t a r t s t h e v i o l e t —S T A R T, S T A R T,

Y, S T A R T, Y, B, X, B

R e v e n g e s t a r t s t h e v i o l e t —S T A R T, S T A R T,

Y, S T A R T, Y, B, X, B

R e v e n g e s t a r t s t h e v i o l e t —S T A R T, S T A R T,

Y, S T A R T, Y, B, X, B

R e v e n g e s t a r t s t h e v i o l e t —S T A R T, S T A R T,

Y, S T A R T, Y, B, X, B

R e v e n g e s t a r t s t h e v i o l e t —S T A R T, S T A R T,

Y, S T A R T, Y, B, X, B

R e v e n g e s t a r t s t h e v i o l e t —S T A R T, S T A R T,

Y, S T A R T, Y, B, X, B

R e v e n g e s t a r t s t h e v i o l e t —S T A R T, S T A R T,

Y, S T A R T, Y, B, X, B

R e v e n g e s t a r t s t h e v i o l e t —S T A R T, S T A R T,

Y, S T A R T, Y, B, X, B

R e v e n g e s t a r t s t h e v i o l e t —S T A R T, S T A R T,

Y, S T A R T, Y, B, X, B

R e v e n g e s t a r t s t h e v i o l e t —S T A R T, S T A R T,

Y, S T A R T, Y, B, X, B

R e v e n g e s t a r t s t h e v i o l e t —S T A R T, S T A R T,

Y, S T A R T, Y, B, X, B

R e v e n g e s t a r t s t h e v i o l e t —S T A R T, S T A R T,

Y, S T A R T, Y, B, X, B

R e v e n g e s t a r t s t h e v i o l e t —S T A R T, S T A R T,

Y, S T A R T, Y, B, X, B

R e v e n g e s t a r t s t h e v i o l e t —S T A R T, S T A R T,

Y, S T A R T, Y, B, X, B

R e v e n g e s t a r t s t h e v i o l e t —S T A R T, S T A R T,

Y, S T A R T, Y, B, X, B

R e v e n g e s t a r t s t h e v i o l e t —S T A R T, S T A R T,

Y, S T A R T, Y, B, X, B

R e v e n g e s t a r t s t h e v i o l e t —S T A R T, S T A R T,

Y, S T A R T, Y, B, X, B

R e v e n g e s t a r t s t h e v i o l e t —S T A R T, S T A R T,

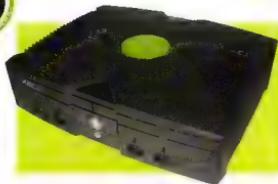
Y, S T A R T, Y, B, X, B

R e v e n g e s t a r t s t h e v i o l e t —S T A R T, S T A R T,

Y, S T A R T, Y, B, X, B

R e v e n g e s t a r t s t h e v i o l e t —S T A R T, S T A R T,

Y, S T A R T, Y, B,



Xbox tips

SECRET TIPS

Secret Passwords

Choose "Codenames" from the main menu, then choose your custom profile and enter any of the following codes at the "Secret Unlocks" menu. Be sure to choose the "Save Codename" option from the Codename "Edit" menu after entering any of these codes, if you don't, the code's effects will be lost and you'll have to enter it again.

PASSPORT—Unlock all missions
PARTY—Unlock all characters in Multiplayer mode

GAMEROOM—Unlock all scenarios in Multiplayer mode
BOOM—Unlock "Explosive Scenery" enviro-mod in Multiplayer mode scenario options

Q LAB—Unlock all gadgets and weapon upgrades

AXA EVOLUTION 2

Cheat Codes

Enter the following code at the "Press Start" screen. You'll hear a special sound effect after entering it correctly.

Extra Money—Y, X, White, Y, X, White, X, X, Y, White, X, Y

AURING VERSUS PREDATOR: EXTINCTION

Cheat Codes

At any time during gameplay, pause the game and press Left Trigger, Left Trigger, Right Trigger, Left Trigger, Right Trigger, Right Trigger, Left Trigger, Right Trigger. You'll hear a special sound if you have entered the code correctly. Select "Options," then select "Cheats" to activate Invulnerability. Level Se and more

ALTER ECHO

Cheat Codes

At any time during gameplay, press Up, Up, Down, Down, Left, Right, Left, Right on the D-pad. Your life bar will disappear from the top of the screen, now you can enter the following cheats:

Health recharge—Hold BACK button, press Right
Time dilation Energy recharge—Hold BACK, press Up

Toggle on-screen displays—Hold BACK, press Y

AMPED

Cheat Codes

From the main menu, select "Options," then select "Cheats" and enter any of the following codes. Each time you enter a code correctly, the word you entered will disappear after selecting "Done."

Ridin' Rave n'm—Unlock Raven Chillin' n Steez y—Unlock Steezy Gim Me Gim m e—Unlock all courses Stick It T—Easier to land from a jump Zipster—Faster speed buzz a w—Run through trees Megalap—Jump higher Whirly G i—Faster spins Megabounce—Bounce continuously

AMPED 2

Cheat Codes

Select "Cheats" from the Options menu and enter any of the following codes:

M o C a p M a n —Unlock Mo-Cap Man in Free Ride Frosty Bye—Unlock Frosty Jack in Free Ride Get Off My L a n d—Unlock Hermit Joe in Free Ride

Burn n' Bounce—Unlock Burny in Free Ride Go To M e Y et—Unlock Yeti in Free Ride Bro th er O f Y et t—Unlock Bigfoot in Free Ride

R a d i c a l—Unlock '80s Snowboarder in Free Ride Metal I m a m—Unlock Smug Man in Free Ride Chillin' n Steez y—Unlock Steezy the Penguin in Free Ride

Furniture—Unlock Bones in Free Ride AllMpeeps—Unlock all hidden characters in Free Ride

ShowRewards—Unlock all rewards in the port-folio

UNGRAVITY

Cut gravitational force in half

Super Spin—Cut angular damping in half

FastMove—Board uphill

MaxSkills—Give your boarder max skills in all categories

NoCollisions—Turn off all feature collisions

AllIce—Make physics for all terrain types behave like ice

AllLevels—Unlock all levels

ShowRewards—Unlock all rewards in the port-folio

TrickDust—Unlock all grabs

Don't Crash—Your boarder will not crash (Note

Use this code at your own risk; it might cause er

rors in the game that can force you to restart)

ARMED AND DANGEROUS

Cheat Codes

Select "Cheats" from the Options menu and enter any of the following codes:

Lit all the way—B, A, B, White, A, Left Trigger, Left Trigger

Refill ammo—Black, B, A, Right Trigger, Right

Trigger, A, Left Trigger, Black

Finaly ammo—A, Left Trigger, Left Trigger, Black, B, White, Left Trigger, Left Trigger

Refill health—X, R, A, Black, Right Trigger, Y

Invulnerability—X, X, R, A, Left Trigger, Left Trigger, Y

God mode (Invincibility/infinite ammo)—Y, A, B, X, B, A, Left Trigger

Play any level—Y, White, Black, Left Trigger, A, Right Trigger, Right Trigger, Y

View any movie—Y, X, A, Black, Right Trigger, A, Y

Big hands—R, White, X, Left Trigger, Black, B, White, White, Black, Left Trigger

Big hands—R, White, X, Left Trigger, White, Right Trigger, Right Trigger, Y

Big noots—R, White, Y, A, Left Trigger, B, White, X

Upside-down screen—Y, A, B, B, A, White, White, Black, Left Trigger

Up—Down, Up—Down, Left—Right, Right, Up, Up—Down, Up—Down

Damage x 100—Up—Down, Up—Down, Left—Right, Left—Right

10,000 silver pieces and 100 addestones—Up, Up—Down, Down, Left—Right, Left—Right

Unlock all levels—Right, Right, Left, Left, Up, Up—Down, Up—Down

Invincibility—Left, Left, Right, Right, Up, Up—Down, Up—Down

Unlimited Batarangs

At the main menu, select Left Trigger, Right Trigger, Right Trigger, Right Trigger, X, Y, X, Y. During

gameplay, the number 99 will appear next to the Batarang and Electric Batarang icons at your equipment menu

ATV: QUAD POWER RACING 2

Cheat Codes

Select "Cheats" from the "Saved Profiles" screen which appears immediately after the title screen, select any empty profile, Next, select any rider and then enter any of the following codes at the "Name Your Rider" screen that follows. A special message will appear upon correct entry of each code:

B U B B A —Unlock all riders

G E N E R A L —Unlock all tracks

S E C U R I T Y —Unlock all vehicles

E L E C T R I C B A T E R Y —Unlock all challenges

R E D R O O S T E R —Unlock all championships

G I N G H A M —Max stats

F I D O L E R S E L B O W —Max skill level

BAD BOYS: MIAMI TAKEDOWN

Cheat Codes

At the "Press Start" screen, press B, Up, X, Y, Right, Down, you'll hear a gunshot sound to confirm the code. You can now select any level under the Quick menu and toggle any of the options at the Cheats menu

BALDUR'S GATE: DARK ALLIANCE

Cheat Menu

At any time during gameplay, hold Left Trigger + Right Trigger + Y + A + Right on the left analog stick, then press START. Note that Left Trigger must be depressed all the way, however Right Trigger need not be depressed halfway or less. If you enter the code correctly, a different pause menu will appear that will allow you to toggle invincibility and select any stage.

BALDUR'S GATE: DARK ALLIANCE II

Item Duplication Trick

You'll need two controllers for this trick. Pause the game and select the "Change Players" menu, then select a new character (preferably Dorn, since you will carry more items). Drop whatever items you want to duplicate into the second person's pack (the one with the new character).

Next, save the game and exit to the pause menu.

Finally, drop the items back to your primary character. Enter the "Change Players" menu

again and insert the second character from the fresh save. That character will have the items that you just dropped as well, so you can sell off any duplicates, have them both equip the same item or break items down at the shop and recover gold. With this trick, you can easily build up your inventory of gear and items by duplicating them and gain massive amounts of gold by selling the duplicate items.

PRO TIP—Warp trap

At any time during gameplay, hold Left Trigger + Right Trigger + A + B + X + Y and press the White button. This cheat automatically levels your character up to level 10, gives you 45 points and gives your character \$500,000 gold. Be careful when your character passes level 10, since the code will reset all of your character's stats back to level 10.

THE BARD'S TALE

Cheat Codes

At any time during gameplay, hold Left Trigger + Right Trigger and enter any of the following codes

Full health and mana—Left, Left, Right, Right, Up, Up, Down, Up

Can't die/Invincible—Left, Right, Left, Right, Up, Up, Down, Up

Invincibility—Left, Right, Right, Right, Up, Up, Down, Up

Infinite armor—Black, White, Left, Right, Right, Right, Up, Up, Down, Up

Infinite health—Left, Right, Left, Right, Left, Right, Up, Up, Down, Up

Infinite mana—Left, Right, Right, Right, Up, Up, Down, Up

Invincibility—Left, Right, Right, Right, Up, Up, Down, Up



Nintendo DS tips

ADVANCE WARS: DUAL STRIKE

Unlock Additional Battle Maps

Insert either of the Advance Wars Game Boy Advance games into the GBA cartridge slot of your DS before powering on the system to play *Advance Wars Dual Strike*. Select "Battle Maps" from the main menu and you'll find that additional maps are available. If you have *Advance Wars* inserted, you can purchase the Hachis Land, Nali's Land and *Advance Warper* Battle Maps. If you have *Advance Wars 2 Black Hole Rising* inserted, you'll be able to purchase the Sturm's Land, Lash's Land and *Advance Warper* 2 Battle Maps. Each of these maps can be purchased for only one point.

FEEL THE MAGIC: XYXX

Unlock Items

To unlock the following items, simply insert the corresponding Game Boy Advance cartridge into the GBA slot of the DS before turning the system on. When *Feel the Magic: XYXX* game loads, a message will appear on the screen letting you know what has been unlocked. Insert Puyo Pop cartridge—*Unlock Maniac Head Piece* 19.

Insert Sonic Advance cartridge—*Unlock Maniac Head Piece* 17.

Insert Sonic Battle cartridge—*Unlock Maniac Head Piece* 21.

Insert Sonic Pinball Party cartridge—*Unlock Maniac Head Piece* 29.

Disappearin' Bikini

Select "Option" from the main menu, then select the Japanese language setting. Exit from the Option menu to the main menu and you'll find that the bikini has been removed from the female silhouette.

Sandwich Your Face

Press Down + Y at the title screen, then speak into the microphone while the recording icon is blinking at the bottom of the lower screen. The sound you recorded will now play randomly as part of the music at the title screen. Press Down + X to trigger the recording on command, press Down/Left + X to stop it up.

KIRBY CANVAS CURSE

Secret Characters

• Waddle Dee Ball—Finish the game once. When you start a game from the same file, Waddle Dee will be revealed as a new playable character. He only has four hit points, and cannot obtain powers. He's also much lighter than Kirby.

• Dedede Ball—After you unlock the Dedede Ball, you can buy the Dedede Ball in the Medal Swap for 20 medals. He has seven hit points, and swings a hammer when you tap him. He also cannot obtain powers. He's much larger and heavier than Kirby.

• Meta Knight Ball—After you unlock the Dedede Ball, you can buy him in the Meta-Swap for 20 medals. He only has three hit points. He's much lighter than Kirby, but he's slightly stronger.

• Waddle Doo Ball—After you've beaten the game at least once, insert Kirby and the Amazing Mirror or Kirby: Nightmare in Dreamland into the Game Boy Advance cartridge slot of your DS. When you start a game of Kirby: Canvas Curse, Waddle Doo Ball will be available. An interesting note: Kirby's goal is to beat the game with all four of the other characters. He has five hit points and the Beam ability. He can't obtain any other powers.

Jump Game Medals

The Jump Game unlocks in the Game Select menu after you beat the game with every character. If you manage to launch Kirby 1,500 meters, you'll land right on top of a medal, which is quite impressive. The weird part about Kirby this far is to preserve enough ink so you can draw a second ramp when Kirby is already in the air.

PING PALS

Special Holiday Items

Play the game on the following dates (or change the date at the DS Clock menu to the date indicated) to unlock the corresponding item in the Shop.

Birthdat hat—Play on the date that you specified in your birthday in the DS User menu.

Valentine (boy)—Play on February 14th.

Valentine (girl)—Play on February 14th.

Snowflake sweater—Play on March 17th.

Bat Treats—Play on October 31st.

Jack hat—Play on October 31st.

Santa hat—Play on December 25th.

Elf skirt—Play on December 25th.

Merry cap—Play on December 25th.

"Mits" Month—Play on the 1st of the month.

"Mr." Month—Play on the 15th of the month.

"Mr." Month—Play on the 1st of the month.

Unlock Shantae Background

At the main DS menu (before you start to play *Ping Pals*), select the DS icon at the bottom of the screen, then select "System Settings" menu.

Select the calendar/icon icon, then change the current time to 23:59 or earlier. Now, turn on the DS and wait the seconds hand of the clock on the upper screen at the main DS menu. When the clock reaches midnight (00:00), you'll hear a chime, you must tap the "Ping Pals/THQ" button (to load the game) at that exact second.

When the game starts, check the item shop and you'll find the Shantae Background available for sale.

Hi-Lo Trick

When you lose a round in the Hi-Lo game, exit the game before Snake takes your coins and you won't lose them.

Money Words

If you type in any of these ultra rare "money words" in your chat messages, you will earn an extra 1,000 coins each.

amplitude, antiguua, baklaiva, blatherskit,

bombardment, bombastic, cabbage, cantankee,

onious, comatose, dodgering, dressage, emu,

epoch, equinox, fiddlesticks, fistcuffs, fortu-

no, garrulous, gator, goggin, infide, isth-

ma, jab, ave, magenta, oxymoron, planetar-

ian, scalawag, skidduggery, stenographer,

stingray, undulate, vegan, woonheiner

POLARUM

Following puzzle passwords appeared on Nintendo's website site in Japan if you enter them into accessing the "Password" option from the Puzzles/Edit menu, you can save them as your own custom puzzles, to solve and to trade with other Polarum players via the DS Wireless Link.

(Difficulty B)

1 5 5 6 8 7 0 9 1

6 5 9 7 5 8 8 8 3

8 7 4 6 9 2 3 2 2

Seal (Difficulty B)

8 3 3 9 4 2 4 8 0 0

9 6 4 6 0 6 2 3 0 0

0 4 5 7 7 4 5 9 4 0

Praying Mantis (Difficulty C)

1 5 6 9 7 5 5 7 9 2

7 6 5 8 9 7 8 8 7 9 1

2 3 4 0 1 9 7 7 2

7 0 9 2 6 0 7 9 0 0

Layton (Difficulty A)

9 3 7 9 0 0 7 7 1 2

8 0 3 7 0 4 2 8 2 3

5 9 5 8 3 1 6 3 1 4

Uncycle (Difficulty C)

1 5 6 9 8 7 5 5 7 9 2

8 5 7 6 0 4 7 9 2 7 0

7 9 8 2 2 7 0 1 0 3

7 0 9 2 6 0 7 9 0 0

Yacht (Difficulty B)

1 7 8 9 3 6 4 6 5 0

3 8 1 4 2 9 7 9 1

8 0 2 7 1 8 2 3 6 3

Hopscotch (Difficulty A)

0 0 2 1 5 2 3 7 2

6 9 6 9 8 6 6 8 6 2

5 6 8 0 2 9 8 8 1 2

Bullet Train (Difficulty B)

7 4 2 9 4 3 4 4 0

8 3 2 6 9 5 7 1 1 0

6 2 4 3 3 0 7 2 2 0

Frog Egg (Difficulty B)

5 3 2 1 8 2 4 2 1

2 0 6 9 5 9 8 2 3

3 7 0 3 1 5 5 2 5 2

Tadpole (Difficulty B)

9 4 4 9 8 6 0 9 6 7

5 8 7 8 0 5 2 7 7 2

6 2 8 9 4 0 6 2 0

Frog Legs Growl (Difficulty A)

5 1 5 0 0 3 2 4 2 3

8 9 0 8 6 5 1 0 4

Frog Legs Growl (Difficulty B)

0 4 5 4 0 3 2 4 2 3

4 7 2 6 0 5 6 4 3 3

5 9 1 6 1 3 4 6 3 3

Frog (Difficulty C)

3 6 7 6 1 1 5 7 1 2

0 2 2 8 0 0 8 2 3

0 3 2 8 9 0 7 0 5 1

Deusa Sea Fox (Difficulty B)

7 9 7 7 8 0 9 2 0 1

9 4 9 5 6 3 2 0 1

Dolphin (Difficulty B)

4 1 7 7 4 6 4 6 0

3 6 2 7 9 3 9 3 2 3

5 3 8 6 1 6 0 8 2 0 3

4 7 4 7 5 2 9 9 5 2 0

Modo (Difficulty B)

0 4 5 0 2 8 2 7 9 2

7 0 3 7 3 8 5 6 8 2 0

8 9 8 2 8 4 5 9 5 2

Whale (Difficulty A)

5 4 6 3 4 9 5 1 5 4

3 8 5 6 0 7 8 3 0 0

2 8 0 2 5 4 7 9 7 0

Dog (Difficulty B)

3 2 3 1 8 5 6 8 1 1

7 4 2 0 7 5 6 9 5 1 2

Hurding Start (Difficulty C)

1 5 6 1 3 4 9 5 1 4

6 3 7 4 8 6 7 8 3 3

2 8 0 2 9 7 8 3 4 2

Hurding Out Two (Difficulty A)

5 1 5 8 4 7 4 8 5 3

5 1 1 0 1 2 7 3 6 2

7 8 6 5 3 9 5 1 1 4

Hurding Run (Difficulty A)

5 8 9 5 1 5 9 5 2 1 3

7 9 9 2 5 0 9 5 2 7 2

7 2 6 3 0 5 6 9 2

3 2 2 5 1 4 9 2 4 2

1 3 0 7 9 2 5 6 1 1

Hurding Jump! (Difficulty B)

9 6 8 0 1 4 2 4 0 3

9 8 0 1 4 5 4 1 3

3 8 0 2 8 9 2 5 6 1

What Kind of Egg is It? (Difficulty B)

9 5 1 5 6 2 0 9 1 2

2 3 3 1 5 0 0 8 2 3

3 4 9 1 8 7 9 8 1 1

The Shell is Breaking (Difficulty B)

5 1 6 0 0 2 1 4 4 2

6 6 4 8 0 1 0 8 2 3

3 1 5 9 7 7 0 0 3 0 1

6 1 6 2 0 0 2 1 4 4 2

3 0 3 4 8 1 0 8 2 3

0 5 5 4 0 2 8 0 3 2 3

1 1 8 5 0 5 8 7 9 2

4 1 8 7 7 0 9 2 5 9 2

5 7 4 0 2 0 3 7 9 2 9

5 5 9 9 2 8 2 0 2 4 0

6 1 6 9 3 1 1 9 2 9

It's a Phoenix! (Difficulty B)

0 1 7 3 4 2 1 2 8 3

5 2 8 1 8 3 6 0 0 4

5 0 9 5 9 4 0 8 2 3

PIYO PIYO FEVER

Unlock All Gallery items

Choose "Options" from the main menu, then select "Gallery". At the Gallery menu, highlight "View Cut scenes", hold the X button and press Up/Down/Left/Right to move the cursor to confirm, now all of the cutscenes and the voice samples for all characters will be unlocked.

Endless Puyo POP Character Select/Pattern Change

Select "Endless Puyo POP" from the main menu, then highlight the mode you wish to play and press Up/Down. X, A, Y will have a sound to confirm, and the character-select screen will appear, allowing you to play as any character in this mode. Also, if you hold the X

button down while selecting your character, you will be able to play as the "Puyo" pattern instead of the "Arije" pattern (Arije's pattern). Note that your high scores will not be saved when playing with the character select active.

Single Puyo POP Character Select

Select "Single Puyo POP" from the main menu, then highlight the mode you wish to play and press Up/Down. X, A, Y will have a sound to confirm, and the character-select screen will appear, allowing you to play as any character in that mode. Note that no cutscenes will appear and your high scores will not be saved when playing with the character select active.

Classic Pattern

If you hold the X button down while selecting your character mode or Everybody mode, then highlight with the "classic" puyo pattern (Arije's pattern) instead of the pattern of the character you chose. Everybody Puyo POP Cheat

To force the computer player(s) to lose during a game of Everybody Puyo POP, hold L + R and press SELECT.

Everybody Puyo POP Central

In any game mode with a handicap option before the match, if you hold the SELECT button down while choosing your handicap, the computer will control your character.

Bonus Pictures

If you blow into the DS microphone at the main menu screens, bubbles will appear and disappear.

If you blow into the DS microphone during the instruct demo, the characters on the bottom screen will turn around to look at you.

If you blow into the DS microphone during a match, the character will react. Blow gently and the character will fight. Blow harder and the character will blow away.

If you blow into the DS microphone during a match, your character will speak.

If you blow into the DS microphone at the title screen, a mini-game will begin. A score will be displayed and a gray puyo will fall from the top screen. The object is to keep the puyo from falling off the bottom screen by using the stylus to bounce it back up. For best results, keep the stylus on the touch screen and the puyo on the screen until it falls, then tap the stylus to the puyo to bring it up. After ten bounces, another puyo will appear, after 20 more bounces, a third will appear, with more appearing every ten bounces after that (up to a maximum of six). The last puyo to appear will be a nuisance puyo, if any of these fall off the screen or if you tap it in its center, all of the puyo on the screen will pop. You can also push all of the puyo back up at once by blowing into the DS microphone, but you lose points for doing this.

Secret Min-Games

If you complete the Wakuzu Waku Course or Hara Hara Course in Single Puyo POP mode at Normal difficulty or higher, you can play a mini-game while the credits are being displayed later in the game. Tap the touch screen and find the difference between the picture on the top screen and the one on the bottom screen. If you tap the part of the picture that's different on the touch screen, it will advance to the next chapter. (Note: You must tap it twice.) Nine different characters will be displayed in succession, or 16 if you cleared the course without continuing. If you identify the few on all of the characters before the credits end, a special picture will be displayed.

SPIDER-MAN 2

Unlock All Special Moves

If you play Spider-Man 2 with the Game Boy Advance game, *Spider-Man: Mysterio's Menace* inserted in the GBA cartridge slot of the DS, all of Spidey's special moves will be unlocked when you start a new game or load a saved game.



**Codes for use with
Action Replay MAX
Game Enhancer (PlayStation 2)
and Action Replay
Game Enhancer (GameCube/GBA)**

PlayStation 2

Delta Force: Black Hawk Down

99P3-U22P-39U48 + RRC2-X7R4-16J1A9 + 0JMY-ABWZ-RRXD9 + 9CQX-Y9NH-X7TSZ + RJBH-1D6D-Q6PU + 5V4G-XN7A-NQWFC + DGB6-1870-1XX1F + ACR1-1G61-ZW61W + 96N0-KXJW-TX8FD + T4JX-FDN1-J5WVRH + 3Y6G-ZECU-PBGPV + 88G2-CWVK-05669 + ZCY1-7N4Y-PMJV + EVGF-VOA2-FX4PP + 11AE-EGVD-EVUTW + 03AH-5PBC-9K27T + PFP5-KN9X-BNDQZ—[M] Must be on DXQ3-A06Y-RDT10 + K85Y-GWV6-X3MEE—Infinite air GKYY-1T2Z-Q3CHF + ECJ8-NHEQ-P86GB—Guns don't overheat 628M-07V6-EYADG + 7BXH-W1JW-KN42E—Extra med packs (team) M05F-DUKY-VHYPO + XBED-NW1Q-NF42K—Extra ammo packs (team)

Madden NFL 06

KG03-CJGJ-1QUK6 + FWHD-X18E-6FNRNO + TZ2W-UGKA-ZCEUX + UTPN-FWWD-2UP0P + 89U3-XKKY-FXJH3 + B705-QR86-1651K + K072-XMB0-CVGT3 + NR71-U793-058JU + GRUC-17FK-JPEMP + 4HHR-P9NG-QEKTA + 0V1Y-3ZCX-ATDAF + 3933-VZ2B-JQRV7 + Y55X-K3J-Y3FTH + 65X8-4AF6-30F6Y + GB7H-3175-4DT2G + 03AH-5PBC-9K27T + 8739-WKUC-ZRZGP—[M] Must be on DXA1-3F4W-FEBFN + UESA-5W1P-GNN4K—Infinite tokens GZK7-NJOF-0QUPe + TT7E-QDH0-WG64G—Super score (training) Character Creation: Superior DNA codes JRH8-M5AC-14THC + 9111-086Z-WUKWTW—Superior QB (A) RR2U-N3GB-J7DVT + 74N9-QXTE-PQAX9—Superior QB (B) M6HB-JRW0-QX7AB + 5UQ-20XP-9RHX7—Superior running back 6BTY-Y79T-M3TRD + 9NJV-DA7G-2N249—Superior wide receiver R924-HC6Y-N90TR + 2K9X-T9BY-PEW57—Superior tight end (A) KGCN-R5PE-TTD8G + 20RT-3V04-Y9VKV—Superior tight end (B) XKB7-Z1CZ-TD9R + Z8Q5-3XXY-XFAHC—Superior offensive lineman 5AQ4-7Z4V-61H1O + D3Z2-WX7T-9FZ0T—Superior linebacker GB9C-7TTK-EY1T0 + YMGW-PGWQ-341R2—Superior defensive back (A) 5XKM-VEQK-0ZY42 + 5C36-CMMQ-KPEER—Superior defensive back (B) 9HBY-HD37-CHPAY + AHFZ-UEGU-10AJX—Superior defensive lineman NKP9-WQKQ-ZQV6U + R03T-9JX8-65TCZ—Superior punter 93QN-F98G-Y5EVH + NHR9-KY01-M1NBQ + 2UYV-638T-P11GV + HU4B-159Y-X5UKH + C7UY-XHUN-0X23U + MX11-4KPU-33ZAU—All Madden Cards (Profile 1)

GameCube

Madden NFL 2006

0B1K-P7QU-N0WR5 + 0XMC-6FN4-G7N7—[M] Must be on ZHAI-0H51-S4KNM + AJ6J-HCYQ-Y8M80H + XPWU-UHUM-PMXMC + 02TT-K5X1-PG8Y5—Press Z + D-pad Left for home team victory D94K-E9B8-Z7655 + AJ6J-HCYQ-8M80H + VAT5-P8DR-FZRUV + Y179-R7E9-CG6U0—Press Z + D-pad Right for away team victory H7V6-4KH4-9APTV + QGN6-62PB-AT062 + T1UU-5K3Q-0B1QG—Press L + R + Z + D-Pad Down for 1st down J7R2-R2X5-6R7BZ + 2WVC-7X57-T4EJ2 + GOKC-F3VE-30C49—Press L + R + Z + D-Pad Up for 4th down JGM3-5DAT-71HPH + PKAB-0PJN-1NYM9 + ZVH0-N7QK-H6EQ4—Press L + R + Z + D-Pad Left for more time X8E4-BMMY-AXAZ2W + ZMXP-AQE3-JDX81+ MERG-GRXR-X7XRD—Press L + R + Z + D-Pad Right to end quarter M7BF-T3ZD-401PA + M1ZD-30V9-XPFQ—Infinite tokens (Profile 1) 9DFM-9D67-80NTF + KHF2-WCR6-1C18—Easy points (mini-camp) 4RY1-209P-2J7G3 + UP9B-HZ7Z-W1V65 + PDA9-A71C-4ZRRWW—Press L + Y to freeze timer (mini-camp) JA12-PU7U-CPQ9T + 7AAV-AGAP-NPUZL + HMZG-YZT8-09CDC—Press L + X to restart timer (mini-camp)



**Codes for use with
GameShark 2 Video Game
Enhancers (Version 3 or 4 only)**

PlayStation 2

Atelier Iris: Eternal Mana

983613D8-7848F3A8—[M] Must be on 28EDD2ED-0CA95526—Infinite money 28EDD2D0-0CA57A65—Play time always 0:00 18EDD248-0CA5E485—Klien Kiesling: Infinite life 18EDD201-0CA5E485—Klien Kiesling: Infinite Mana 18EDD254-0CA5E485—Klien Kiesling: Max. LV 18EDD243-0CA5E485 + 18EDD245-0CA5E485—Klien Kiesling: Max. life 18EDD265-0CA5E485 + 18EDD237-0CA5E485—Klien Kiesling: Max. Mana 18EDD238-0CA5E485—Klien Kiesling: Max. ATK 18EDD2A5-0CA5E485—Klien Kiesling: Max. MAGIC 18EDD2D2-0CA5E485—Klien Kiesling: Max. DEF 18EDD23A-0CA5E485—Klien Kiesling: Max. SPD 18EDD2C6-0CA5E485—Klien Kiesling: Max. F RES 18EDD2AF-0CA5E485—Klien Kiesling: Max. I RES 18EDD2E1-0CA5E485—Klien Kiesling: Max. L RES 18EDD2B1-0CA5E485—Klien Kiesling: Max. D RES 18EDD2F9-0CA5E485—Klien Kiesling: Max. SKL PNT

Destroy All Humans!

9803AB88-78C9D7BE—[M] Must be on 28309565-D0E57AD3 + 283095DE-DB447A2—Infinite shield (alien) 2816ED40-01E2AA7C + 2816ED8-B1C37A65 + 2816EDED-AB1FB6323 + 2816EDD-DBA57AF1 + 2839D2B-A1426965—Infinite concentration 2824CC0A-0CA57A56—Infinite ammo (all weapons) 282813D0-0CA57A65—Quick jetpack recharge 2816ED65-46B6F861 + 2816ED6F-CF167A56 + 2816EDF1-46966961 + 2816EDF2-F8AA7AF1 + 28309572-784269F2—One-hit kills

Killer 7

980875E0-78D01771—[M] Must be on 283A1072-40A57A44 + 283A1001-F7D0E485 + 283A1065-80F185E0—Infinite health (all characters) 28056C88-6F97A65—Never reload

Mobile Suit Gundam: Gundam vs. Zeta Gundam

F80ACDED-0CA57A6C—[M] Must be on 2832C1D8-6FCA7A65—Infinite mission time 18635398-0CA5E485 + 18635388-0CA5E485—Player 1: Infinite armor 1863D6F6-0CA5E485 + 1863D6C7-0CA5E485—Player 1: Infinite primary weapon ammo 1863D622-0CA5E485 + 1863D6E8-0CA5E485—Player 1: Infinite sub-weapon ammo 2863C122-9F16F2E—Player 1: Infinite boost 186353A0-0CA5E485—Player 1: Max. armor 1863D60B-0CA5E485—Player 1: Max. primary weapon ammo 1863D68A-0CA5E485—Player 1: Max. sub-weapon ammo

Game Boy Advance

Riviera: The Promised Land

947726-FAE008 + 931C2A-59B08F + F8FB27-6A2176—[M] Must be on 6DF8D5F-682946 + F70F67-4BC3AF—Max. HP (all) 7F8F65-79772Z—Max. OD 9167A-6608BD—Max. Rage 29FCD0-01BFE0—Infinite turns 80E7BE-A8A3F7—Once turn taken E4F073-D9B227—Easy pull item 0A1838-DBA06A—Stop mash timer 4007B1-3BBE3F + 02FC98-B6AE50—Weak enemies 90D00E-5F5CDF—Unlock all extras



BACK ISSUES

2000

October 2000: Spider-Man
Ultimate Fighting Championship, Incredible
Crisis, Street Fighter III: 3rd Strike, Ogre Battle 64

Tips & Tricks Pokémon Report:
Special Pokémon issues with exclusive feature on
the creators of Pokémon, plus strategy guides
for Pokémon Stadium, Pokémon Trading Card
Game, Pokémon Snap and Pokémon Yellow

2001

March 2001: Star Wars Episode I—Battle for Naboo
The Bouncer, Project Justice, Blaster Master:
Blasting Again, Phantasy Star Online

April 2001: Dance Dance Revolution
Paper Mario (Part 1), Metal Slug X, Onimusha
Warlords

May 2001: Zone of the Enders
Metal Gear Solid 2 Trial Edition, Daytona USA,
Point Blank 3, NBA Hoopz, Paper Mario (Part 2)

June 2001: The Simpsons Wrestling
Dr. Mario 3, Star Wars: Super Bomberman Racing,
Pokemon Stadium 2 (Part 1), 18 Wheeler:
American Pro Trucker, Time Crisis: Project Titan

July 2001: Crazy Taxi 2
Mario Party 3, Mat Hoffman's Pro BMX, MTV
Music Generator 2, Castlevania: Circle of the
Moon, Pokémon Stadium 2 (Part 2)

August 2001: World's Scariest Police Chases
Gran Turismo 3: A-Spec, Bloody Roar 3, Sports
Jam, CART Fury Championship Racing

October 2001: Madden NFL 2002
Pokemon Crystal, Power Shell, Sonic Adventure
2 (Part 2)

November 2001: Spy Hunter
X-Men Mutant Academy 2, Dave Mirra Freestyle
BMX 2, Fortress, Phantasy Star Online Ver. 2

December 2001: Dragon Warrior VII (Part 1)
Time Crisis II, Batman: Vengeance

2002

January 2002: Luigi's Mansion
Oddworld: Munch's Odysee, Capcom vs. SNK 2,
Mega Man Battle Network, Dragon Warrior VII
(Part 2)

February 2002: Super Smash Bros. Melee
WWF Smackdown! "Just Bring It," Metal Gear
Solid 2, Shrek

March 2002: Maximo—Ghosts to Glory
Nega Man X6, Pilkin, Star Wars: Obi-Wan

April 2002: Star Wars Racer Revenge
Fatal Frame, Jet Set Radio Future, Smashing Drive

June 2002: Spider-Man 1
Resident Evil, Gunvalkyrie, Headhunter, The
Italian Job

July 2002: Dragon Ball Z—The Legacy of Goku
Dragon Ball Z—Collectible Card Game, Metal
of Honor: Frontline, Lost Kingdoms, Hunter:
The Reckoning, Resident Evil, Wipeout Fusion

September 2002: The Mark of Kri
Barbarian, Eternal Darkness: Sanity's Requiem,
Crazy Taxi 3, High Roller

2003

March 2003: War of the Monsters
Phantasy Star Online Episode I & II, Panzer
Dragon Orta, Disaster Report, Guilty Gear X2

May 2003: Tenchu—Wrath of Heaven
Army Men: Sirs' War, Dynasty Warriors 4, Tao
Feng: Fist of the Lotus, The Legend of Zelda:
The Wind Waker (Part 2)

August 2003: Wario World
Ape Escape 2, Outlaw Volleyball, Dragon Ball Z:
The Legacy of Eku II, Wakeboarding Unleashed

November 2003: Mega Man X7
Viewtiful Joe, Dungeon & Dragons Heroes, The
Simpsons: Hit & Run, Teenage Mutant Ninja Turtles

December 2003: Ratchet & Clank
Going Commando: Kirby Air Ride, SSX3, Star
Wars: Rebel Strike, Castlevania: Lament of
Innocence

2004

August 2004: Dragon Ball Z—Supersonic Warriors
Harry Potter and the Prisoner of Azkaban,
Psi-Ops: The Mindgate Conspiracy, Red Dead
Revolver, The Chronicles of Riddick: Escape From
Butcher Bay, Champions of Norrath (Part 4)

September 2004: Spider-Man 2
Star Ocean: Till the End of Time (Part 1),
Crimson Tears, Driv3, Astro Boy: Omega
Factor, Puyo Puyo Fever, Champions of Norrath
(Part 5)

November 2004: Mortal Kombat—Deception

Burnout 3: Takedown, Tekken 5, HK vs.
Capcom, Final Fantasy Crystal Chronicles, Star
Ocean: Till the End of Time (Part 3)

December 2004: Need for Speed—Underground 2
Paper Mario: The Thousand-Year Door, Gradus
V, Dragon Ball Z: Buu's Fury, X-Men Legends,
Guilty Gear Isuka

2004

January 2004: Tony Hawk's Underground
I-Ninja, True Crime: Streets of L.A., Dragon Ball
Z: Budokai 2

February 2004: Final Fantasy X-2
Marin Kart Double Dash!, Star Fox: The Adventures,
Missouri, Final Fantasy VII, Star Fox, Monster
Hunter 3

March 2004: Sonic Heroes
Baldr's Gate: Dark Alliance II, Wrath
Unleashed, Maximo vs. Army of Zin,
Metal Slug 5

May 2004: Pokémon Colosseum
Onimusha: Blade Warriors, Ninja Gaiden,
Metroid: Zero Mission

June 2004: Tom Clancy's Splinter
Cell—Panzer Tomorrow
Harvest Moon—A Wonderful Life, Siren,
Samurai Warriors

July 2004: Hitman—Contracts
Transformers, Onimusha 3—Demon Siege,
Shrek 2, Space Raiders, River City Ransom EX

August 2004: Dragon Ball Z—Supersonic Warriors
Harry Potter and the Prisoner of Azkaban,
Psi-Ops: The Mindgate Conspiracy, Red Dead
Revolver, The Chronicles of Riddick: Escape From
Butcher Bay, Champions of Norrath (Part 4)

September 2004: Spider-Man 2
Star Ocean: Till the End of Time (Part 1),
Crimson Tears, Driv3, Astro Boy: Omega
Factor, Puyo Puyo Fever, Champions of Norrath
(Part 5)

November 2004: Mortal Kombat—Deception

Burnout 3: Takedown, Tekken 5, HK vs.
Capcom, Final Fantasy Crystal Chronicles, Star
Ocean: Till the End of Time (Part 3)

December 2004: Need for Speed—Underground 2
Paper Mario: The Thousand-Year Door, Gradus
V, Dragon Ball Z: Buu's Fury, X-Men Legends,
Guilty Gear Isuka

2005

January 2005: Metal Gear Solid 3—Snake Eater
Grand Theft Auto: San Andreas (Vol.1), Halo 2
(Vol.1), Viewtiful Joe 2 (Part 1), Bloodrayne 2,
Metroid Prime 2: Echoes, Growlstar
Generations, Dead or Alive

February 2005: GoldenEye—Rogue Agent
Spider-Man 2, Dragon Ball Z: Budokai 3, Metal
Slug Advance, Mario Power Tennis, Grand
Theft Auto: San Andreas (Vol.2), Halo 2 (Vol.2),
Viewtiful Joe 2 (Part 2)

March 2005: Star Wars—Knights of the Old
Republic II
Shadow of Rome, The King of Fighters
2002/2003, Mercenaries, Resident Evil 4,
Grand Theft Auto: San Andreas (Vol.3), Halo 2
(Vol.3), SpongeBob SquarePants Movie

April 2005: Fight Night—Round 2
Super Punch-Out!, Tenchu: Fatal Shadows,
Star Fox: Assault, Oddworld: Stranger's Wrath,
Grand Theft Auto: San Andreas (Vol.4), Halo 2
(Vol.4)

May 2005: Dragon Ball Z—Sagas
Tekken 5, Gran Turismo 4, Dynasty Warriors,
Psychonauts, Grand Theft Auto: San Andreas
(Vol.5), Halo 2 (Vol.5)

June 2005: Doom III
God of War, Unreal Championship 2, Area 51,
TimeSplitters: Future Perfect, Grand Theft
Auto: San Andreas (Vol.6), Halo 2 (Vol.6)

July 2005: Advent Rising
Kirby: Canvas Curse, Samurai Western, Juiced,
Grand Theft Auto: San Andreas (Vol.7), Halo 2
(Vol.7)

August 2005: Destroy All Humans!
Medal of Honor: European Assault, FlatOut,
Killer 7, Riviera: The Promised Land, Grand
Theft Auto: San Andreas (Vol.8), Halo 2 (Vol.8)

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July '01	x \$10.00 =	June '04	x \$10.00 =
August '01	x \$10.00 =	July '04	x \$10.00 =
October '01	x \$10.00 =	August '04	x \$10.00 =
November '01	x \$10.00 =	September '04	x \$10.00 =
December '01	x \$10.00 =	December '04	x \$10.00 =
January '02	x \$10.00 =	January '05	x \$10.00 =
February '02	x \$10.00 =	February '05	x \$10.00 =
March '02	x \$10.00 =	March '05	x \$10.00 =
April '02	x \$10.00 =	April '05	x \$10.00 =
June '02	x \$10.00 =	May '05	x \$10.00 =
July '02	x \$10.00 =	June '05	x \$10.00 =
September '02	x \$10.00 =	July '05	x \$10.00 =
March '03	x \$10.00 =	August '05	x \$10.00 =

SUBTOTAL	\$	SUBTOTAL	\$

TOTAL \$



DO YOU KNOW THE SECRET OF THE

MYSTERY CODES?



#46 GRAND THEFT AUTO: SAN ANDREAS

PlayStation 2



The Code: Enter the following code at any time during gameplay (not while paused):

PS2: R2, Left, Up,
 R2, X, X

Xbox: X, X, Black, Left, Up,
X, Black, A, A, A



TIPS & TRICKS may be the #1 Video-Game Tips Magazine, but even our most skilled cheat finders get stumped every once in a while. The following codes are known to exist in the games shown, but even after extensive testing, we still can't figure out what they do. (In some cases, they may not do anything.) If you can solve the mystery, you might win a prize....



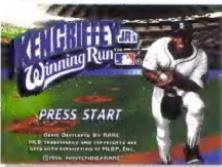
#47 DEATH JR.



The Code: At any time during gameplay, press START to pause, then hold the L button and press Up, Up, Down, Left, .

What We Know: Just as this issue was going to press, we got our hands on 39 different Death Jr. codes. We were able to figure out 38 of them quickly enough to make it into our PSP Tips section on page 95, but we didn't have enough time to figure out what this last code does. When you enter it, a message appears that says, "This was Jed's idea!" Consider that a clue. Can you solve the mystery?

#48 KEN GRIFFEY JR.'S WINNING RUN



The Code: Enter the following code at the title screen, when the words "Press Start" appear:

X, Up, A, Right, B, Down,
Y, Left, SELECT

What We Know: This cheat gives the same confirmation sound as all the other Winning Run codes, but it's entered at a different place—most of the known codes are entered while the game is paused in two-player mode. It's also slightly different in the sense that the buttons don't spell out words the way the rest of the codes do. The game's developer, Rare, is known for putting lots of wacky codes in its games; who knows what this one does? Can you solve the mystery?

**MYSTERY CODE
SOLVED!**

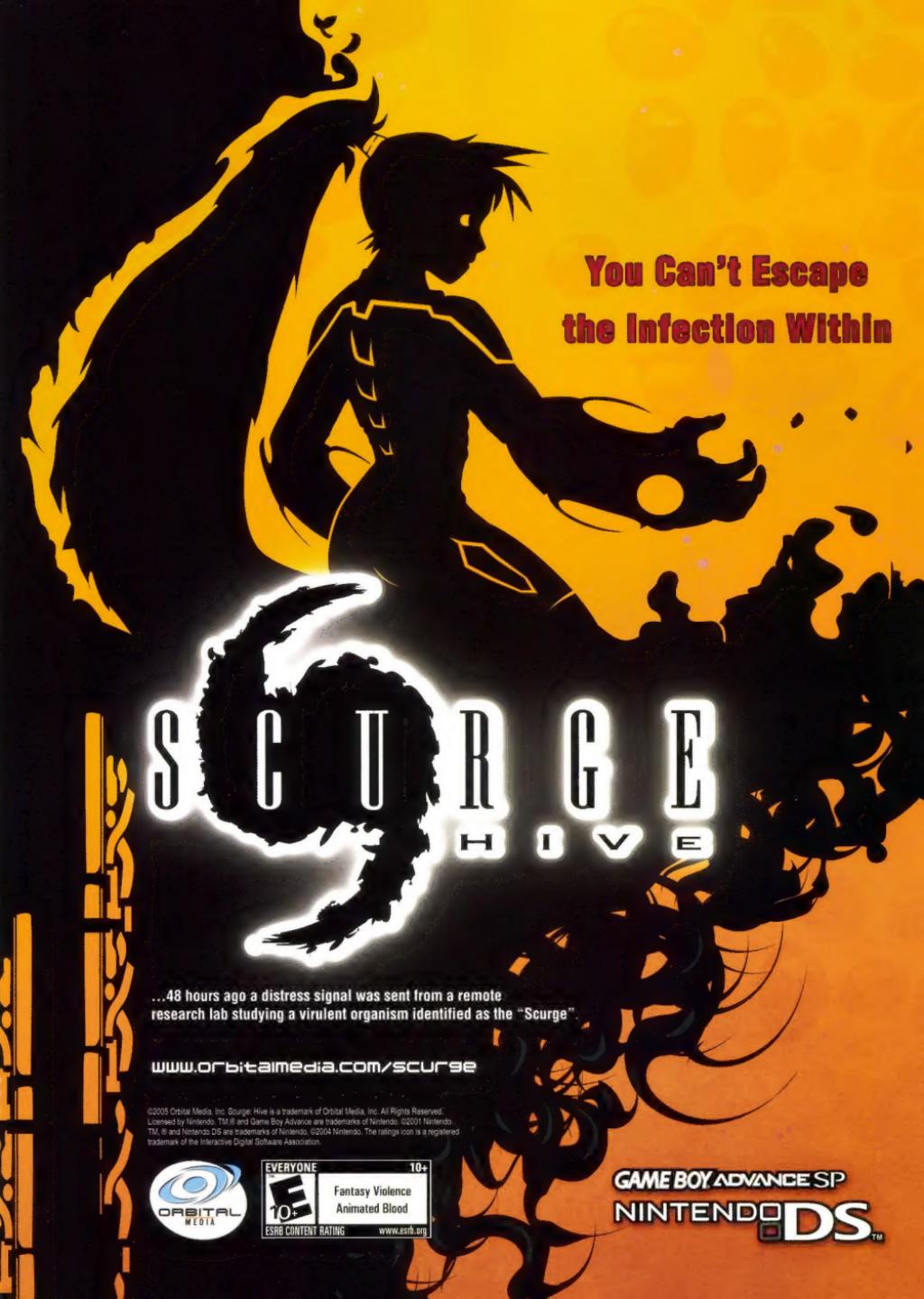
Congratulations to Shawn Moyer of Lincoln, Nebraska for solving the *Medal of Honor: European Assault* Mystery Code (#43) from our August issue. When the code is entered, three separate profiles are created on your played game: one for each of the Recruit, Normal and Veteran difficulty settings. What's more, the code also unlocks all of the Campaign battles within each of these profiles. Your hard work paid off, Shawn...your *Tips & Tricks* cap is on the way!

**CRACK
THE CODE
AND WIN
A PRIZE**

Think you've got what it takes to beat the *Tips & Tricks* editors at our own game? Test out these codes for yourself; if you're the first person to tell us exactly what they do, we'll send you your very own *TIPS & TRICKS* cap and print your name right here so all the world will know that you were the one who solved the mystery. No guesses, now—you must describe the difference in the game that results from entering the code so we can verify that your answer is correct. Send your answers to:

Please note that these codes may not have any effect at all; there's a very strong possibility that they were left in the games inadvertently or that their effects were intentionally disabled before the games were released. However, we invite you to prove otherwise.

TIPS & TRICKS (ISSN 1090-641X), Volume XII, Issue 11, October 2005. Published monthly with two exceptions (twice in May and twice in October) by LFP, Inc., 8484 Wilshire Blvd., Suite 900, Beverly Hills, CA 90211. Copyright © 2005 by LFP, Inc. All rights reserved. Nothing herein may be reproduced in whole or in part without written permission of the publisher. Return postage must accompany all manuscripts, photos, drawings, etc., if they are to be returned, and LFP, Inc. assumes no responsibility for unsolicited material. All letters sent to *Tips & Tricks* will be treated as unconditionally assigned for publication by the publisher, and authorship will be assumed to belong to the writer unless otherwise specified. **SUBSCRIPTION INFORMATION:** For subscription customer service, call (800) 621-8977. Basic annual price is \$24.95. **ONE YEAR U.S. SUBSCRIPTION IS \$19.95** (12 consecutive issues). Postage paid in U.S. funds only. Single copy \$3.99. Change of address: Allow six weeks advance notice and send in both your old and new addresses. **ATTN. POSTMASTER:** Send change of address to *Tips & Tricks*, P.O. Box 16868, N. Hollywood, CA 91165-9399. Periodicals postage paid at Beverly Hills, California, and at additional mailing offices. Address all advertising materials to Ad Production, *Tips & Tricks* Magazine, 8484 Wilshire Blvd., Suite 900, Beverly Hills, CA 90211. *Tips & Tricks* is registered in the U.S. Patent and Trademark Office by LFP, Inc. All other trademarks are the property of their respective owners. Printed in the USA.



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